AH Philosophy Part 121

Those of you who were present at this ORIGINS past and who had a chance to drop by when the designers and developers of The Avalon Hill Game Company were demonstrating some of their new projects might want to skip this column. But, for the many readers who were not there, I'd like to bring you up to date on some of the games now being playtested and due to be released soon. As usual, I'll let the others tell you what they are working on; they are much better at whetting your appetites than I.

The Alamo is the first of a proposed series of low complexity games with recognizable titles intended to appeal to a wider audience. The game recreates the dawn assault of March 6, 1836 in a scale where each Mexican unit represents approximately 20 men and each Texan unit represents two men. The Texan units have the name of a Texan defender on each side, representing both men at full strength and one man at half-strength. The game board is a detailed interpretation of what the mission looked like, and is divided into areas for regulating movement. Units can be eliminated in either melee or in fire combat by the attacker rolling required numbers on a six-sided die. The Mexican player wins by either eliminating all Texan units or by getting a sufficiently large number of his own units inside the fort. The Texan player wins by having at least one of his units survive three assaults. A draw is possible if the Mexicans fullfill their victory conditions but lose too many units in the process.

The two-player version of *The Alamo* is being playtested while work continues on making the game playable solitaire by either side. Besides the historical assault, additional scenarios are being

GOING ALL OUT
Design Your Own (My Way)
By Greg Schmittgens and Charles Kibler

ADVANCED SQUAD LEADER!! I knew my ELR and that I wouldn't break to Green with another *SL* purchase. Then I heard some vague rumblings that "The System" had been restructured, clarified, and otherwise improved—but that the scenarios developed for *BEYOND VALOR*, the first module, were less than marvelous. Not to worry though, a complete point system for "Design Your Own" (DYO) scenarios was included.

So I bought The System, worked my way carefully through PTCs, TPBFs and FFNAMs. Finally I found the golden section near the end. But I gasped when I first read the words, "the players must first agree on the 'current' historical month and year. They then mutually agree on their respective total BPV allotment, the board configuration, and Victory Conditions."

Now, I'm just as creative and imaginative as the next gamer. This freeform approach doesn't really bother me, although it's sometimes hard to decide whether eight or nine squads exited should constitute a victory without an awful lot of playtesting. But I also must deal with a regular opponent (and friend) who is convinced that, a) all the ideas I come up with are inherently unbalanced and that b) any random event is weighted in my favor.

So, for all of you *ASL*-ers who would like to be thrust into a combat situation not necessarily of your choosing and unaware of what you face, I'd like to offer my *ADVANCED SQUAD LEADER DYO Generation Addendum*.

Sequence of Scenario Design

Follow this step-by-step determination process to define the parameters of your *ASL* DYO scenario. According to the following system, players now have a methodology to determine a scenario's time frame, weather, basic point values, mapboard configuration, victory conditions, and more. The numbered steps of this process reflect the order of determination/selection. These should be followed in the order given. As in any DYO system, players are ever free to decide amiably on any parameter(s) they do not want to leave to chance, but the following allows them to determine all this randomly if agreement cannot be reached (and the parameters will be based on the strategic situation of the time).

1. Theater of Operations
2. Optional Rules
3. Date
4. Weather
5. Game Length
6. Basic Point Value
7. Select Nationality
8. Initiative
9. Final Point Value
10. Board Configuration
11. Select Preferred Terrain
12. Mapboards and Alignment
13. Scenario Conditions
14. Realign Boards (as permitted)
15. Agree that Scenario is Valid
16. Compose Order of Battle and Set Up

General Rules

Requirements for Building Control (A26.3), Casualty Victory Points (A26.12) and Exit Victory Points (A26.2) are as defined in *ASL* unless specifically noted otherwise.

The terms "Primary Objective" and "Secondary Objective" are used to refer to the buildings on each mapboard of the selected Board Configuration which contain the hexes detailed in Table 11. For instance, the Primary Objective on Board 1 encompasses all locations of building X3.

Rule H1.14 applies to use of the term "player" throughout this article.

All buildings on a player's *set-up* board are considered Controlled by that player at the start of play. All buildings on non-occupied boards after set-up are considered uncontrolled at game start.

Any *reinforcements* entering play (as per H1.7) can enter on any single east or west board edge (whichever is an outer edge, of course) of the mapboard which that side intitially set up or entered on unless otherwise specified by the scenario in play.

The following restrictions on purchase of units should be observed for a more historic and realistic scenario:

1) *SAN Purchase Points*: A side with an Attack Initiative may not spend points to increase its SAN (H1.29) by more than *one*; a side with a Recon Initiative may not spend points to increase its SAN by more than *three*. A side with a Defend Initiative is not restricted in purchasing SAN.

2) *Fortifications*: Only a side with a Defend Initiative may purchase fortifications (H1.6). [EXC: Any side may purchase additional "?" counters.]

3) *Airdrops*: Only a side with an Attack Initiative may purchase Paradrop or Glider capability (E9. or E8.).

1. Theater of Operations

Players are urged to determine the specific Theater of War that the scenario is to take place in by mutual consent, since the countermix available must of necessity limit this. If unwilling or unable to make a mutual decision, roll a single die and consult the following table. Continue to roll until a Theater for which counters are available results.

TABLE 1

dr	Theater
1	East Front
2	West Front
3	Italy/Balkans
4	Italy/Balkans
5	West Front
6	East Front

For purposes of simplicity, the "East Front" is defined as any action taking place in the Soviet Union, Finland, Poland, or eastern Germany. The "West Front" is defined as encompassing actions taking place in France, Great Britain, Norway, Belgium, Holland, Luxembourg, Denmark, Austria or western Germany. "Italy/Balkans" encompasses those actions taking place in Italy (including Sicily and Sardinia), Albania, Yugoslavia, Greece (and its islands), Bulgaria, Rumania, Hungry, or Crete.

2. Optional Rules

Again, by mutual agreement, players should concur on which *ASL* "Optional Rules" will be utilized (and, of course, any "House Rules"). Only Optional Rules that *both* players agree to can be utilized.

3. Date

To determine date of scenario, one player rolls three dice—one red, one green, one white. The red die determines the year in which the action takes place. The green die determines whether the scenario occurs in the first half, or latter half, of that year. The white die determines which specific month in that time-period the action falls within. Refer to the table below.

TABLE 2

YEAR (Red Die)		YEAR HALF (Green Die)		MONTH (White Die)	
dr	Year	dr	Half	dr	Month
1	1940	1-3	Jan-June	1	Jan (July)
2	1941	4-6	July-Dec	2	Feb (Aug)
3	1942			3	Mar (Sept)
4	1943			4	Apr (Oct)
5	1944			5	May (Nov)
6	1945			6	June (Dec)

If the resulting date has no historical action in the pre-determined Theater (as, for instance, April 1941 on the East Front), players should simply re-roll until a suitable time period is determined. Refer to Table 6 if unsure as to whether historical action in the agreed Theater occurred.

4. Weather

Using the appropriate DYO Weather Chart (E3.) for the selected Theater of Operations, determine the scenario's Weather conditions. This dice roll is required unless the Weather rules are not in play (being optional). In that case, make only a dr for Environmental Conditions (B25.5). Make a Wind Force dr (B25.63).

Additionally, at this point make a dice roll to determine whether this scenario is to take place at Night (E1.); on a roll of "11" or "12", the scenario will be a Night scenario, providing players have agreed to the optional Night rules. Use DYO rules from the Night section to determine the conditions for this Night scenario.

5. Game Length

Roll two dice and refer to the following table to determine the length of the scenario, given in Game Turns.

TABLE 3

DR	Game Turns
2	6
3-4	7
5-6	8
7-8	9
9-10	10
11	11
12	12

6. Basic Point Value

For the *Basic* Point Value (BPV) allotment, one player rolls three six-sided dice. Multiply the resulting sum by 50 (the following table displays the results for those who do not trust their mathematical skills). The result is the Basic Point Value *per side*. The Initiative of each side may affect the personal BPV, giving a player his "Final Point Value" with which he will purchase his Order of Battle (H1.).

TABLE 4

DR	BPV		DR	BPV
3	150		11	550
4	200		12	600
5	250		13	650
6	300		14	700
7	350		15	750
8	400		16	800
9	450		17	850
10	500		18	900

[OPTIONAL: Should players wish to engage in even larger scenarios, or for scenarios involving more than two players, they may choose to roll more than three dice. Again, for a BPV result, simply multiply the sum of the dots by 50.]

7. Select Nationality

Players should now choose sides, keeping in mind date and Theater of Operations as determined above. If unable to agree, settle the matter by having one player randomly make a die roll; on a roll of "1-3" he takes the Axis role. Each player may then freely select which nationality, of his side (Axis or Allied) which was active at that date on that front, that he wishes to play (dependent of course on the countermix available). If unsure of which nationalities are available for this choice, refer to Table 6.

8. Initiative

Using the die roll modifiers given in Table 6, determine each side's Initiative for the scenario—either Attack, Recon or Defend. "Attack" refers to an all-out offensive. "Recon" may be considered a reconnaissance in force, more cautious than an "Attack" but still aggressive. "Defend" may be either a passive defense or a reaction force, depending on the player's preference and temperament. The drm given in Table 6 are based on the overall strategic situation at that date for the nationality listed for each Theater. (Note that these are color-coded according to nationality.)

In practice, each player rolls one die, applying the appropriate drm, and consults the table below. This determines his Initiative, which in turn will determine his Final Point Value.

TABLE 5

dr	Initiative
≤ 2	Attack
3-4	Recon
≥ 5	Defend

9. Final Point Value

The *Final* Point Value (FPV) each player is to receive, and with which he will actually purchase his Order of Battle (H1.), is based on the BPV and each side's individual Initiative. If a player has an Attack Initiative, the BPV is multiplied by 1.25 and the result rounded up to the nearest whole number to produce his FPV. If a player has a Recon Initiative, his FPV is the same as the BPV. If a player has a Defend Initiative, the BPV is multiplied by .75 (FRU) to produce his FPV. (It should be noted that, for those players with the onus of Defend or Recon against an Attack, special considerations highlighted later in this article offset the seeming discrepancy in FPV.) The table below summarizes these values.

TABLE 7

BPV	Attack FPV	Recon FPV	Defend FPV
150	188	150	113
200	250	200	150
250	313	250	188
300	375	300	225
350	438	350	263
400	500	400	300
450	563	450	338
500	625	500	375
550	688	550	413
600	750	600	450
650	813	650	488
700	875	700	525
750	938	750	563
800	1000	800	600
850	1063	850	638
900	1125	900	675

10. Board Configuration

Roll one die and refer to Table 8 below. This determines the number of mapboards that will be used in the scenario.

TABLE 8

dr	Mapboards
1-2	2 boards
3-4	3 boards
5-6	4 boards

CONFIGURATIONS

I | II — 2 Boards

I | II | III — 3 Boards

N (north arrow)
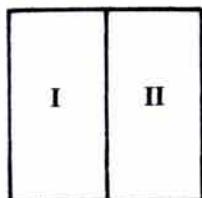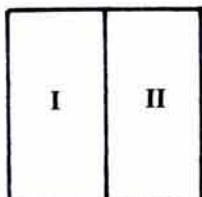
I | II | III | IV — 4 Boards

11. Select Preferred Terrain

Each player now secretly notes down the Terrain type (Town, Village, Farmland, Hills, or Woods) in which he would prefer to do battle. The Terrain types selected, when cross-indexed on the Table 9 matrix, will indicate the column to be used to determine specific boards from Table 10.

12. Mapboards and Alignment

Players next reveal their selected Preferred Terrain types. These are then cross-indexed on Table 9. The resulting letter from this matrix determines the Terrain column to be used when rolling for each specific mapboard.

TABLE 9

	Town	Village	Farmland	Hills	Woods
Town	A	A	B	B	D
Village	A	A	B	C	D
Farmland	B	B	B	C	E
Hills	B	C	C	C	E
Woods	D	D	E	E	E

Next roll two dice (one white, one colored) to determine the specific mapboards, using the appropriate column on Table 10. As each mapboard is selected (roll for board I first, then board II, etc.), determine its alignment by the roll of the colored die. On a dr of "1-3", the board's number is placed to be the north edge; on a "4-6", this edge is the southern edge. *Note: if any board is selected more than once, reroll for that board until all boards in play are different.*

TABLE 10

DR	A	B	C	D	E
2	24	6	4	24	2
3	17	10	16	4	18
4	3	4	13	12	15
5	1	12	11	10	32
6	22	17	15	17	19
7	21	16	2	5	5
8	20	3	18	13	16
9	23	18	9	32	11
10	10	24	3	6	17
11	12	15	17	19	9
12	14	22	19	3	6

The table below shows the "Primary" and "Secondary" Objectives, encompassing the building containing the hex indicated, on each mapboard that may enter play. Control of these Objectives are used to determine victory in some scenarios.

TABLE 6

The chart presented below is used primarily for determining the Initiative die roll modifier for players (which in turn defines the role of each side in the DYO scenario being devised—Attack, Recon, Defend), but has various other uses as well. For instance, it can be used as an aid for players on **Table 2** above in deciding if an action was historically possible on a given front.

The three columns below define the three fronts currently available in the system; the drm are color coded. Axis powers are shown as white digits on a colored background; Allies as colored digits. Please refer to the accompanying Nationality Key. Players should note that these drm values are intended to reflect the *overall* situation for specific nationalities in the admittedly large regions represented by the various fronts.

Date (Mo/Yr)	East Front	Italy/Balkans	West Front
1/40	-2 +1		
2/40	+1 -1		
3/40	+1 -2		
4/40			-1 0 0 +1[N]
5/40			-2 +1 +1 +1[BH]
6/40			-2 -1 +2
7/40			
8/40			
9/40			
10/40		-1 +1[G]	
11/40		+1 -1[G]	
12/40		0 0[G]	
1/41		+1 +1[G]	
2/41		+1 +1[G]	
3/41		0 +1[G]	
4/41		-2 0 -1[hh] +1 +2[GY]	
5/41		-2 0 +1	
6/41	-3 -2 -2[r] +2		
7/41	-2 -2 -2[hr] +1		
8/41	-2 -1 -2 -1[hr] +1		
9/41	-2 0 -1 -1[hr] 0		
10/41	-2 0 -1 -1[hr] +1		
11/41	-1 +1 0 0[hr] 0		
12/41	+1 +1 +1 +1[hr] -2		
1/42	+2 +1 +2 +2[hr] -2		
2/42	+1 +1 +2 +2[hr] -2		
3/42	0 +1 +1 +1[hr] -1		
4/42	0 +1 +1 +1[hr] 0		
5/42	-1 +1 0 0[hr] +1		
6/42	-2 +1 -1 -1[hr] +1		
7/42	-2 +1 -1 -1[hr] +2		
8/42	-2 +1 0 -1[hr] +2		
9/42	-1 +1 0 0[hr] +1		
10/42	0 +1 +1 +1[hr] 0		
11/42	+1 +1 +2 +3[hr] -1		
12/42	0 +1 +3 +2[hr] -1		
1/43	+1 +1 +3 +2[hr] -2		
2/43	0 +1 +2 +2[hr] -1		
3/43	-1 +1 +3 +1[hr] -1		
4/43	0 +1 +1[hr] +1		
5/43	+1 +1 +1[hr] +1		
6/43	+1 +1 +1[hr] +1		
7/43	-1 +1 +1[hr] 0	0 +2 -1 -1	
8/43	0 +1 +2[hr] -1	+1 +2 -1 -1	
9/43	+1 +1 +2[hr] -1	+1 +3 -1 -1	
10/43	+1 +1 +2[hr] -1	+1 -1 -1	
11/43	0 +1 +2[hr] -1	+2 -1 -1	
12/43	0 +1 +2[hr] -1	+2 -1 -1	
1/44	+1 +1 +3[hr] -1	+1 -1 -2	
2/44	0 +1 +2[hr] -1	-1 -1 -1	
3/44	+1 +1 +2[hr] -2	+1 0 0	
4/44	+1 +1 -1	+2 +2[hr] 0 0 -2	
5/44	+1 +2 -1	+2 +2[hr] -2 -2 -2	
6/44	+2 +2 -2	+2 +2[hr] -1 -1 -2	+2 -2 -2
7/44	+1 +3 -2	+2 +2[hr] -2 -2 -2	+1 -2 -2
8/44	+1 -1	+2 +3[h] -2 -2 -2	0 -1 -2
9/44	+1 -1	+2 +3[h] -1 -2 -1	0 -2 -1
10/44	0 -1	+2 -1 -2 -1	+1 0 0
11/44	+1 -2	+2 0 0 -1	+2 -1 -1
12/44	0 -1	+2 0 -1 -1	-1 0 0
1/45	0 -1	+2 0 0 -1	+1 -1 -1
2/45	-1	+2 +1 +1 -2	+1 -2 -2
3/45	+1 -1	+3 +1 +1 -2	+2 -2 -2
4/45	+2 -2	+3 +1 +1 -2	+2 -2 -2
5/45	+2 -2	+3 +1 +1 -1	+3 -2 -2

Nationality Key:

Axis — German: 0, Finnish: 0, Italian: 0, Axis Minor: 0

Allied — Russian: 0, British: 0, French: 0, American: 0, Allied Minor: 0

Minor Country Key:

Axis	Allied
b: Bulgaria	B: Belgium
h: Hungary	G: Greece
r: Rumania	H: Holland
	N: Norway

TABLE 11

Board	Primary Objective	Secondary Objective
1	X3	J5
2	W7	T1
3	M2	R5
4	O6	Y9
5	R1	FF6
6	M5	J8
7	P2	P10
8	W6	N2
9	DD3	O10
10	Z6	L3
11	I6	S4
12	U5	O4
13	I8	W4
14	L5	S9
15	Q8	H5
16	O4	L6
17	Q4	S6
18	K3	R9
19	K7	X6
20	H3	AA3
21	J4	EE4
22	H4	W8
23	Y7	F3
24	V3	R5
32	C4	FF4

13. Scenario Conditions

To determine the Scenario Conditions (description, set-up, Victory Conditions), first cross-index the players' Initiative (as determined in **Table 5** above) on the table below. Then refer to the specific scenario descriptions immediately following.

TABLE 12

	Attack	Recon	Defend
Attack	ME	SD	FD
Recon	SD	ATC	PR
Defend	FD	PR	SS

ME —Meeting Engagement
ATC—Advance to Contact
SD —Screen Defense
FD —Fixed Defense
PR —Probe
SS —Static Situation

MEETING ENGAGEMENT: A head-on collision between two advancing forces. (Attack vs. Attack)

SET-UP: All forces start off-board. Randomly choose first player to move by competitive dr. First player enters from west edge of Board I; all units of first player receive only one-half MP/MF on first Game Turn. Second player enters from east edge of map. All reinforcements must enter from the same board edge as the player's initial forces.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2-3	Use Battlefield Integrity rules (A16.). The first side to cause the other to lose an ELR level wins immediately. The Case A DRM of A16.2 is doubled during all Integrity Checks in this scenario. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
4	The player Controlling the majority of both Primary and Secondary Objectives wins. If tied for building Control, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
5	The player Controlling the most Secondary Objectives wins. If tied for building Control, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
6	The player Controlling the most Primary Objectives wins. If tied for building Control, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
7	The player earning the most Casualty Victory Points wins. If tied, the player Controlling the most Objectives (of both types) wins. If tied for building Control, the scenario ends in a draw.
8	The player exiting the most Exit Victory Points off the opponent's entry map edge wins. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
9	The player having the most *Terrain* Victory Points wins; these are awarded for Control of Objectives: 3 points for each Primary, and 2 for each Secondary Objective. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
10	The first player Controlling the Primary Objective on the opponent's entry board wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
11-12	The player Controlling the most buildings, of any type, at game end is the winner. If tied for number of buildings Controlled, the player Controlling the most Objectives (of either type) wins. If still tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.

ADVANCE TO CONTACT: Another head-on collision, but between two more cautious adversaries probing for an opening. (Recon vs. Recon)

SET-UP: Randomly determine the player to set up on Board I. The other player will set up his forces on the easternmost board. Both players set up simultaneously (use a divider screen to conceal set-up or any other convenient method). Both players must set up all units within five hexes, inclusive, of their friendly board edge—west or east. After set-up by both players is complete, roll again to randomly determine player moving first.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2-3	The first player to exit ≥ 20% of his OB (in terms of Exit Victory Points) off the opponent's board edge wins immediately. If there is no winner in this manner by game end, the victor is the player who has exited the most Exit Victory Points; if tied for Exit Victory Points, the scenario ends in a draw.
4	The first player to exit ≥ 10% of his OB (in terms of Exit Victory Points) off the opponent's board edge wins immediately. If there is no winner in this manner by game end, the victor is the player who has exited the most Exit Victory Points; if tied for Exit Victory Points, the scenario ends in a draw.
5	The player Controlling the most Secondary Objectives wins. If tied for building Control, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
6	The player Controlling the most Primary Objectives wins. If tied for building Control, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
7	The player earning the most Casualty Victory Points wins. If tied, the player Controlling the most Objectives (of both types) wins. If tied for building Control, the scenario ends in a draw.
8	The player Controlling the most buildings, of any type, on the opponent's entry map wins. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
9	The player having the most *Terrain* Victory Points wins; these are awarded for Control of Objectives: 3 points for each Primary, and 2 for each Secondary Objective. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
10	The first player Controlling the Primary Objective on the opponent's entry board wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
11-12	Use Battlefield Integrity rules (A16.). The first side to cause the other to lose an ELR level wins immediately. The Case A DRM of A16.2 is doubled during all Integrity Checks in this scenario. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.

SCREEN DEFENSE: An assault against a formation poised for a counterattack. (Attack vs. Recon)

SET-UP: Prior to play (during **14.** below), the Recon player may change the north-south orientation of any one board in play; the board may not be moved east or west of its original position. The Recon player then sets up first on Board I. The Attacking player sets up second on the easternmost board, at least five whole hexes from the nearest non-HIP enemy unit. The Attacking player moves first.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2	The Attacking player must exit ≥ 25% of his OB (in terms of Exit Victory Points) off the Recon player's west board edge.
3	The Attacking player must Control the Primary and Secondary Objectives on the Recon player's board.
4	The Attacking player must Control the Primary Objective on the Recon player's board.
5	The Attacking player must Control the Secondary Objective on the Recon player's board.
6	The Attacking player must Control at least one-third of all buildings on the Recon player's board.
7	The Attacking player must have at least a 3:2 advantage in Good Order squads (or equivalents) on the Recon player's board. For purposes of determining victory, any mobile AFV with functioning MA is considered two squads; if immobile/without MA, one squad.
8	The Attacking player, prior to set-up, secretly designates either the Primary or the Secondary Objective on the Recon player's board as his target. The Attacking player must Control this building at the end of the scenario. The identity of this Objective need not be revealed until the conclusion of play.
9	The player earning the most Casualty Victory Points wins. If tied, the Recon player is the victor.
10	The Attacking player must Control at least one-half of all buildings on the Recon player's board.
11-12	The Attacking player wins immediately if he can show a continuous path of road hexes, from the east edge to the west edge of the mapboard, with no Good Order enemy units on/adjacent to any hexes of the designated path. If no such path of road hexes is possible at the beginning of the scenario, reroll for Victory Conditions.

FIXED DEFENSE: An assault against an enemy in prepared positions. (Attack vs. Defend)

SET-UP: Prior to play (during **14.** below), the Defend player may either

a) change the north-south orientation of any one board in play or

b) switch the locations of any two boards in play, maintaining the same north-south orientation or

c) replace any one board with one from the same terrain type (from the same column on Table 10) or with board 7 or 8 (only if three or four boards are in play); the orientation is then chosen randomly. If board 7 or 8 is chosen, place three one-lane bridges across the river connecting the roads which terminate at the waters' edge. Roll one die for each: on a roll of "1-3", the bridge is of stone construction; on a "4-6", it is wooden.

The Defending player then sets up first on Board I. The Attacking player sets up second on the easternmost board, at least five whole hexes from the nearest non-HIP enemy unit. The Attacking player moves first.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2	The Attacking player must exit ≥ 40% of his OB (in terms of Exit Victory Points) off the Defending player's west board edge.
3	The player earning the most Casualty Victory Points wins. If tied, the Defending player is the victor.
4	The Attacking player, prior to set-up, secretly designates either the Primary or the Secondary Objective on the Defending player's board as his target. The Attacking player must Control this building at the end of the scenario. The identity of this Objective need not be revealed until the conclusion of play.
5	The Attacking player must Control the Secondary Objective on the Defending player's board.
6	The Attacking player must Control the Primary Objective on the Defending player's board.
7	The Defending player, prior to set-up, secretly designates either the Primary or Secondary Objective on his board as his HQ. The Attacking player must Control the Defender's HQ at scenario end.
8	The Attacking player wins immediately if he can show a continuous path of road hexes, from the east edge to the west edge of the mapboard, out of all enemy units' normal range (see A10.532 for Ordnance). If no such path of road hexes is possible at the beginning of the scenario, reroll for Victory Conditions.
9	The Attacking player must Control at least two-thirds of all buildings on the Defending player's board.
10	The Attacking player must have at least a 2:1 advantage in Good Order squads (or equivalents) on the Defending player's board. For purposes of determining victory, any mobile AFV with functioning MA is considered two squads; if immobile/without MA, one squad.
11	The Attacking player must Control both the Primary and the Secondary Objectives on the Defending player's board.
12	The Attacking player must earn twice as many Casualty Victory Points as the Defender *or* Control all buildings on the Defending player's board.

PROBE: A probe against an enemy in prepared positions. (Recon vs. Defend)

SET-UP: Prior to play (during **14.** below), the Defending player may change the north-south orientation of any one board in play; the board may not be moved east or west of its original position. The Defending player then sets up first on Board I. The Recon player sets up second on the easternmost board, at least five whole hexes from the nearest non-HIP enemy unit. The Recon player moves first.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2	The Recon player must Control the Secondary Objective on the Defending player's board.
3	The Defending player, prior to set-up, secretly designates either the Primary or Secondary Objective on his board as his HQ. The Recon player must Control the Defender's HQ at scenario end.
4	The Recon player must Control at least one-third of all buildings on the Defending player's board.
5	The Recon player must exit ≥ 25% of his OB (in terms of Exit Victory Points) off the Defending player's west board edge.
6	The Recon player must earn more Casualty Victory Points than the Defending player.
7	The Recon player, prior to set-up, openly designates any three buildings on the Defending player's board. None of these may be within four hexes of any other selected building. The Recon player must Control at least two of these designated buildings at the end of play.
8	The player earning the most Casualty Victory Points wins. However, Casualty Victory Points are also awarded for Control of each Primary and Secondary Objective: four VPs for each Primary Objective Controlled, two for each Secondary Objective Controlled.
9	The Recon player must Control the Primary Objective on the Defending player's board.
10	The Recon player must Control the Secondary Objective on the Defending player's board AND earn more Casualty Victory Points than the Defending player.
11	The Recon player must have a 3:2 advantage in Good Order squads (or equivalents) on the Defending player's board. For purposes of determining victory, any mobile AFV with functioning MA is considered two squads; if immobile/without MA, one squad.
12	The Recon player wins immediately if he can show a continuous path of road hexes, from the east edge to the west edge of the mapboard, with no Good Order enemy units on/adjacent to any hexes of the designated path. If no such path of road hexes is possible at the beginning of the scenario, reroll for Victory Conditions.

STATIC SITUATION: A set-piece battle between two dug-in opposing forces. (Defend vs. Defend)

SET-UP: Randomly determine the player to set up on Board I. The other player will set up his forces on the easternmost board. Both players set up simultaneously (use a divider screen to conceal set-up or any other convenient method). Both players must set up all units within seven hexes, inclusive, of their friendly board edge—west or east. After set-up of both

players is complete, roll again to randomly determine player moving first.

VICTORY CONDITIONS: Roll two dice on table below.

DR	Victory Conditions
2-3	The first player to exit any squad or AFV with functioning MA off the opponent's board edge—west or east—wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
4	The player Controlling the most Secondary Objectives at game end wins. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in draw.
5	The player Controlling the most Primary Objectives at game end wins. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in draw.
6	The player Controlling the most Primary and Secondary Objectives at game end wins. If tied, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
7	Each player, prior to set-up, openly designates any two buildings on the other player's board. None of these may be within four hexes of any other selected building. The player simultaneously Controlling any three of these four buildings wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
8	The player earning the most Casualty Victory Points wins. If tied for Casualty Victory Points, the player having the most Good Order squads (or equivalents) on the opposing player's board is the victor; if still tied, the scenario ends in a draw.
9	The first player to have at least a 2:1 in Good Order squads (or equivalents) on the opposing player's board wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
10	The first player to exit a Captured (A20.) enemy unit off his own board edge—west or east—wins immediately. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.
11-12	Use Battlefield Integrity rules (A16.). The first side to cause the other to lose an ELR level wins immediately. The Case A DRM of A16.2 is doubled during all Integrity Checks in this scenario. If there is no winner in this manner by game end, the victor is the player scoring the most Casualty Victory Points; if tied for Casualty Victory Points, the scenario ends in a draw.

14. Realign Boards

Some scenario types (e.g., FD, SD and PR) permit a player to realign or transpose or even select a new board, depending on his Initiative for the scenario. That player must exercise this option at this time or forfeit the opportunity.

After the specific mapboard configuration has at last been finalized, players should determine all river or stream depth(s) and river current. Refer to appropriate rules (B20.4, B21.121 and .122) for procedure.

15. Agree that Scenario is Valid

Once all parameters of the scenario are determined, the players must both concur that the scenario will result in a satisfactory contest. Unless specifically stated under the Victory Conditions (i.e., "immediately"), all scenarios are played to the conclusion of the final player turn of the specified last game turn (as determined in **Table 3** above); victory is determined at the conclusion of this final player turn. If either player feels the scenario is not reasonably balanced, the players should repeat the above procedure until both players are satisfied with the proposed game.

16. Compose Order of Battle and Set Up

Players now compose their respective Orders of Battle, following the procedure in the DESIGN YOUR OWN Chapter (H) of the *ADVANCED SQUAD LEADER* Rulebook, determining rarity factors and other variables as they proceed. When this is completed, players should refer to the scenario's specific set-up instructions, place their units, and commence play.
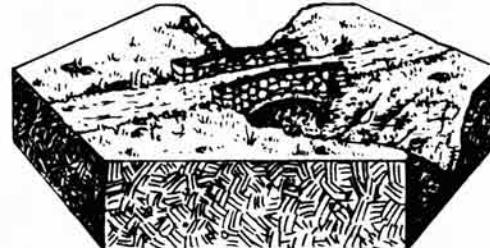
I have tried to make this system, first proposed by Mr. Schmittgens and then modified heavily by Mr. Kibler, as complete as possible. It should serve for all participants for the East Front, West Front and Italy/Balkans, despite the fact that readers may have to await the release of the counters of some nationalities before being able to use it to full effect. A blank, and a completed sample, DYO form utilizing this system can be found on Page 20 of this issue. Players are urged to copy and make use of this form. In future articles, it is hoped that the North African and Pacific/Asian Theaters can be incorporated to present the most challenging play that the ASL devotee can face.

☆

SERIES REPLAY
STREETS OF FIRE, Scenario 1
German Player—Darryl Burk
Russian Player—Bill Conner
Neutral Commentator—Mark C. Nixon

Bill Conner has long been a familiar figure in the final rounds of tournament play, winning a healthy share of SQUAD LEADER and ADVANCED SQUAD LEADER events not only at Origins, but at a number of other conventions. He first became involved with SL through playtesting with Bob McNamara's group in Ohio, and most recently Bill has organized his own SL/ASL tournament—the Oktoberfest, which makes its second annual showing this fall. Darryl Burk was also involved in the McNamara playtest group. He has always been a tenacious opponent and can lay claim to having beaten Bill more times than everyone else in the world combined. Mark Nixon is readily recognizable to our long-term readership, having crafted a number of articles on G.I. some issues back. Though he has won many ASL events, he is quick to point out that none have required him to face either Bill or Darryl, making him content to look over their shoulders on this meeting.

OPENING COMMENTS

Russian: Since meeting through The *GENERAL's* "Opponents Wanted" column early in 1982, Darryl and I have been each other's principal and toughest opponent, teaching one another the game system along with many valuable lessons. Having played hundreds of scenarios—published and in playtest—we are well accustomed to each other's style of play. Darryl is not afraid to try the unorthodox, and will seldom use the same plan even if previously successful. His greatest weakness is in feeling sorry for me while destroying my forces. He takes his lumps better than I and deserves much of the credit for my tournament successes.

We chose to play "Guryev's Headquarters" because it is our favorite *STREETS OF FIRE* scenario, maybe even our favorite of all those for *ASL*. It is the quick-play piece of *Deluxe ASL*, much as the *SL* classic "The Guards Counterattack" was for the original game. It is a simple, small-area action utilizing only basic infantry; only this time it is the German line infantry attacking the Russian elite forces instead of vice-versa. This replay should be easily followed by experienced *ASL*-ers, *SL*-ers, and maybe even the uninitiated. We highly recommend playing it several times because it is extremely enjoyable as a training scenario for those new to the gaming pleasures of the *ASL* system.

Each *ASL* scenario has a balance provision, which is influenced by our choice of sides. It tends to make for some very interesting variations while also keeping players from being overly greedy. Usually, this is some kind of relaxed Victory Condition, terrain or troop alteration, or even some special restriction on the enemy player. It all boils down to one thing: if each player wants the same side, a die is rolled with the winner getting to play that side and the loser getting the balance provision in his favor.

Although I would rather play as the German in this scenario, in order to be on the attack, I chose the Russians. My reasoning is that if "Action" Burk also chooses to play the Germans, one of us will get the Russians and the HQ fortified. This doesn't sit too well with me, unless I were to get that fortified building, because I feel that it makes the Rus-

sians a little too tough, whereas the reinforcement restriction by both of us choosing the Russians is much less dramatic. Besides, the Russians have been winning a lot lately.

German: I consider "Fish" [Bill Conner] to be the ideal opponent, not just for *ASL* but for any game. The traits that have made him a master of the *SL/ASL* system apply to any game he plays. First and foremost, he is an outstanding gamesman and good sport. Over the course of hundreds of games I've never known him to lose his temper because of an unfavorable result, lost game, or for any other reason. His gaming ethics are matched in quality by his skill in actual play.

My choice to play the Germans in "Guryev's Headquarters" was based mainly on the results of our previous experiences with it. While it appears an easy scenario for the Germans to win, the Russians have won whenever building bE1 was strongly defended (which is most of the time). Though I have lost several times as the German player, I have a plan for the Germans to take that building and I am eager to try it out.

Also, I don't want the balance provisions to come into effect if Fish and I both chose the same side. Here I've tried to outguess Conner. If he should choose the Germans to play, thus giving the Russians fortification of building dL1 on the ground level, I feel my plan for the Germans would still work if I win the die roll for sides and get the Germans. The fortified building would not hamper my plans that much. However, if I lost the dice roll, the fortified building would be a nice refuge to weather the fury of Fish's attack.

Neutral Commentator: *I first met "Fish" Conner and "Action" Burk when they entered the G.I. tournament at Origins '83. In a field of 28, I had them ranked #1 and #6 respectively, based on a short questionnaire I used to seed the tourney. Today I would change only one thing: I would now rank Darryl higher than I did then.*

They have played each other hundreds (yes, literally hundreds) of times. This is their eighth confrontation at "Guryev's Headquarters", so I expect this replay to reflect their familiarity with one another's style of play as well as the general situation. They have previously tried several tactics, including an end sweep across the south side of the battlefield, the "north board edge creep", and the "up front defense" in building bE1 with remote firebases (such as dH3, second level).

As luck would have it, this game is something of a special occasion for our antagonists. This playing marks their 100th ADVANCED SQUAD LEADER confrontation. Their caliber of play is very high, so expect a clean, crisp game.

Initial Set-Up

Serial	Event	Final DRM	DR	Result
1	R.B. and C.B. in bF1			
2	R.D. and C.D. in bF1 (1st)			
3	Golikov and R.H. w/HMG in bE1			
4	R.G. w/LMG and C.G. in bE2			
5	R.F. in bD1			
6	R.C. and C.C. in bD2			
7	R.E. and C.E. in bD2 (1st)			
8	HIP R.I. w/LMG in bC1			
9	HIP Petrakov and R.A. w/MMG in dI1			
10	Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. in bC4 (1st)			
11	Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. in bD4 (1st)			
12	Pilsl and G.K. w/LMG in bE4			
13	G.A., G.B. and g.C. in bF3			
14	G.F., G.G. and G.J. in bF3 (1st)			
15	Behr in bF4			
16	G.D., G.E. and g.CC. in bG3			
17	G.H. and G.I. in bG3 (1st)			
18	Werth in bI4			
19	German Sniper placed in bG4			
20	Russian Sniper placed in dM1			

Following Set-up of Russian sniper, Russian player places Concealment counters: C.F. in bD1 and C.H. in bE1. German player then places Concealment counters: C.R. in bF4 and C.S. in bI4.

Russian: The Victory Condition states that, to win, I need only as many good order squads in the GHQ as the German at the end of seven turns. Initially I control approximately 75% of the playing area—my opponent, about 10%. However, this is meaningless because a closer look reveals most hexes in the German set-up area are only five to six hexes from the GHQ, and I am outnumbered two to one. I cannot possibly hope to defend everything.

Multiple playings have given Darryl and I an appreciation of the relative unimportance of everything south of hexrow H, and the extreme importance of building bE1. Yielding this building too soon is a grave mistake which would probably lead to defeat, because that building makes such an excellent jump-off point for the attack on the GHQ. Therefore, I will use the best cover available and prepare to defend building bE1 against an all-out assault, with units therein assigned a dual mission: aided by reinforcements, to restrict flanking maneuvers and to fall back by design or forcibly as the situation warrants. I will fight a delaying action and make the enemy pay with troops and time for ground gained.

Sorry folks, there are no perfect plans in this scenario. And here's why. Surprise for the Russian in the GHQ, a very important aspect of his defense, is only achieved through placement and use of two HIP squads, possibly joined by leaders and support weapons, as allowed by SSR and, to a lesser extent, by five Concealment counters. But this element of surprise is lost if units are repeatedly set-up in the same locations. *Any* Russian set-up can be "countered" and easily picked apart; so the Russian player must conceal his intentions as long as possible.

As in most scenarios, HIP units have the potential to surprise the enemy with CC ambushes or by setting traps to bring devastating firepower against a position previously thought "safe". HIP itself is usually more important as a deterrent force than the value of any unit's actual firepower, for as long as the whereabouts of those units are unknown, the opposition must exercise caution (both in set-up and movement). My HIP units are a 6-2-8 with LMG in bC1 and a 9-1 leader, 4-5-8 squad with MMG in dI1. The 6-2-8 will guard against any north edge run or movement into bC2, which covers part of my withdrawal route from building bE1 back to GHQ. When discovered, he will withdraw to the safety of the dM1 rubble. Notice this position can-

not be attacked from the German set-up area.

Lt. Petrakov and his boys, squad A with a MMG, in dI1 guard against a south edge sweep and movement into bF2, bG1 and bG2, or will fire at upper levels of the rowhouse. In the event of a major assault on building bE1, they will move to hex bE1. The LOS from the German set-up area to this position is also restricted. Positions along the road south of dI1 offer greater surprise potential for HIP set-up, but lack the flexibility of immediate reinforcement for building bE1.

My 4-5-8 squad F is set-up unconcealed in bD1 as bait. It initially can be seen only from the upper levels of bB4. He may distract fire from my squads guarding the street in building bE1, and helps guard against enemy movement into bC2.

Golikov is used to hide the HMG and squad H, keeping them from Cowering, can help move the weapon, and will allow first-turn rally possibilities in the "Death Trap". The rest of the guys will set up concealed and spread out in the "Death Trap" facing the rowhouse. Their mission is to form a "Wall of Fire" a massive firegroup dealing with German firebases—or can individually harass any attempts to cross the street.

Units in the upper levels are at greater risk than those at ground level; if they break and the Germans move adjacent to the stairwells, they will have to remain upstairs until either self-rallied or captured. The lines of sight which those units have, though, are very important—especially bD2 (1st) to bA3—so it's worth the risk. On the other hand, hex bD2 can be hit from 18 locations within normal range in the German set-up area, and the units there can be prevented from routing to bE1 by Germans in bH2. All other rout possibilities would leave them in locations within LOS of the Germans, subject to further attacks. Again, this is a risk I must take.

My reinforcements will move to GHQ, counter-attacking if necessary, or will deal with any south end flanking attempt. Also, I will exchange the 8-1 leader for a 10-0 "Fearless Leader" Commissar, as he raises everyone's morale by one and negates Desperation Morale. My sniper is placed to deal with Darryl's sniper if placed behind my lines, or with the leading elements of his attack who will hopefully have their hands too full to afford Sniper Checks.

My greatest fear is an all-out German assault on the "Death Trap"; hence this set-up. From these positions I should be able to respond to anything Darryl throws at me. I feel this placement is the most conservative one I have used for this scenario to date. I am taking no great risks other than those mentioned above, while still giving the impression of previously successful and more risky set-ups which placed all my units into the "Wall of Fire". In those set-ups, I even placed both HIP squads, the HMG, MMG and the 9-1 leader up front, often with a concealed squad. Those units were at risk, subject to discovery by some lucky fire, but during the Final Fire and the following Prep Fire ruined one enemy three-squad firegroup after another. Darryl may be intimidated, as he was the receipient of many of those set-ups.

I expect play to be more conservative than normal in this replay. Neither of us desires to be totally thrashed in full view of future opponents on this center stage.

German: My plan for play of this scenario centers on taking building bE1 as soon as possible. I know that it will be stoutly defended because "Fish" knows that it is the key to a successful Russian defense. I plan to bust the Russian hold on this building by using massive firepower and a steady advance to force the issue there before too many reinforcements arrive. Large firegroups seem to be the only way to hurt the elite Russian defenders and I must keep up a steady advance; even though the distance is short, the Russian can make it a long journey to dL1.

ORGANIZATIONAL COMMENTS

We liked the format used by Messers. Chappell, Blick and Kibler in their replay (*GENERAL*, Vol. 23, Nos. 2-3) so well that we adopted it for this Series Replay with only minor modifications. These, along with some clarifications, are as follows.

1. Whenever we refer to a hex side or vertex, we always designate them as though an Artillery Request counter were in the hex, oriented with the "1" hex side containing the grid coordinate. Vertex #1, then, is the one between "1" and "2"; vertex #2 is between "2" and "3"; and so forth.

2. With the above in mind, we always orient Sniper counters with the "1" side matching the hex side containing the grid coordinates. If you adhere to this rule, you need never worry about perfectly aligning your Sniper counter, and eliminate any player ever questioning the direction it is facing. When the Sniper counter moves to another board, it is simply reoriented properly if necessary. When it lands in a half hex with no grid coordinate, it is oriented as other hexes on that board; or oriented on the lower numbered board if in a whole hex made up of two un-numbered half hexes.

3. Again referring to the above, bypass movement is recorded by referring to the hexside bypassed. For example, "bK5/5-6" means that hex bK5 was bypassed across hexsides "5" and "6".

4. When called upon to show both dice in a result, as with Sniper movement, we recorded the colored die first.

5. We did not use letter designations for events; each has its own number.

6. We did not record actual placement of DM or Residual Fire counters, feeling these are an inherent part of their respective events and would only serve to clutter the notes.

7. Snipers were resolved immediately when rolled, instead of after resolution of the generating event. Don't be surprised when play is interrupted for immediate Sniper activity.

8. Another time saver was our "Random Events" priority. Whenever a Random Event must be rolled for multiple units in a location, we instituted a set priority which eliminated the hassle of designating each die to a certain unit and the inconvenience of a stack suddenly keeling over in the middle of the often frantic behavior we players are all subject to during such excitement.

Our system is simple: predesignate your dice for all time, light to dark, on paper and preferably someplace where this list can be seen during play. Every Random Event takes this priority, light to dark: Hero (alphabetically if multiple heroes); Leader (Commissar first, then by quality and then alphabetically); Squad or HS (by alphabetic designation, then per A25 Chart if duplicated); finally, Crew (by number).

This may seem a lot of trouble during set-up, but once done is set for the game. It truly saves a lot of time when you're playing better than 100 scenarios a year.

EVENT LISTING LEGEND

NE	No Effect
w/	with or possessing
(1st)	First Level
(2nd)	Second Level
G.-.	German Squad
R.-.	Russian Squad
C.-.	Concealment Counter
g.-.	German HS
malf	Malfunction

(all other abbreviations are ASL standard.)

RUSSIAN UNITS

Type Unit	Designation
9-1 Leader	Petravkov
7-0 Leader	Golikov
4-5-8	R.A.
4-5-8	R.B.
4-5-8	R.C.
4-5-8	R.D.
4-5-8	R.E.
4-5-8	R.F.
6-2-8	R.G.
6-2-8	R.H.
6-2-8	R.I.
?	C.B.
?	C.C.
?	C.D.
?	C.E.
?	C.G.

GERMAN UNITS

Type Unit	Designation
9-1 Leader	Bauman
8-1 Leader	Kalmer
8-1 Leader	Pilsl
8-0 Leader	Behr
7-0 Leader	Werth
4-6-7	G.A.
4-6-7	G.B.
4-6-7	G.D.
4-6-7	G.E.
4-6-7	G.F.
4-6-7	G.G.
4-6-7	G.H.
4-6-7	G.I.
4-6-7	G.J.
4-6-7	G.K.
4-6-7	G.L.
4-6-7	G.M.
4-6-7	G.N.
4-6-7	G.O.
4-6-7	G.P.
4-6-7	G.Q.
2-4-7	g.C.
2-4-7	g.CC.

ADDITIONAL UNITS

Russian Reinforcements

Type Unit	Designation
8-1 Leader	Petrov
6-2-8	R.J.
6-2-8	R.K.
6-2-8	R.L.
6-2-8	R.M.
6-2-8	R.N.
6-2-8	R.O.

Russian

Type Unit	Designation
1-4-9 Hero	Gurewicz
5-2-7	R.H.
?	C.F.
?	C.H.
?	C.I.
?	C.J.
?	C.N.
?	C.O.
?	C.AA.
?	C.BB.
?	C.CC.
?	C.DD.

German

Type Unit	Designation
1-4-9 Hero	Stein
4-4-7	G.K.
2-3-7	g.K.
2-4-7	g.A.
2-4-7	g.B.
2-4-7	g.D.
4-6-8	G.N.
?	C.R.
?	C.S.
?	C.T.
?	C.X.
?	C.Y.
?	C.Z.

KEY

Movement
First Fire
Final Fire
Opportunity Fire
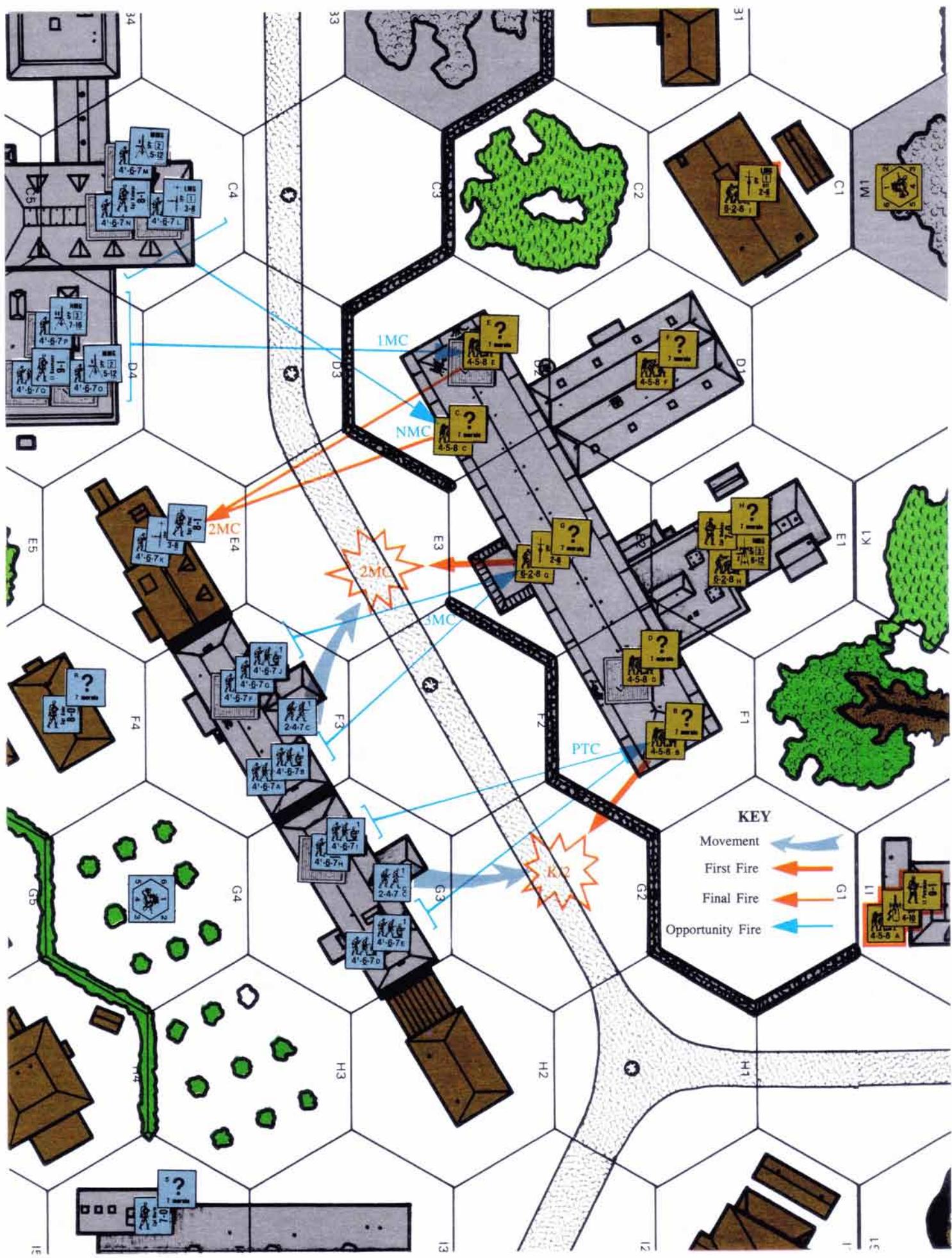
I will use large infantry firegroups in the row-house and machinegun firebases in building bB4. The MG firebases will be directed by −1 leaders to prevent cowering. Half-squads will be sent out to search for targets for these first-turn opportunity shots. These firebases also cover the advance of my infantry from the rowhouse as they assault building bE1. When the infantry has secured all or most of that building, the firebases will leapfrog across the street to start a flanking move along the north edge, or to support the infantry—whichever the situation requires.

When building bE1 is taken, I will regroup there for the final assault on the GHQ. It will serve as an excellent jumping-off point for the attack and as a safe haven for broken units. That's the plan that I hope will break the string of Russian victories in this scenario, all the result of a tough defense of building bE1.

Neutral Commentator: *Looking at the Russian set-up first, all the known and concealed Russians are in building bE1, leaving the north edge seemingly undefended. This creates the first dilemma of the game: will Darryl take advantage of this opening, or will he not be lured into such an apparent trap?*

With only one unit visible in bD2 (1st) to fire on Germans moving across the street in bA3, and units on the ground level of bD2 able to "snap shot" only at bA4/1, both possibly under cover of smoke in bC3, "Fish" may have left the north too weak. For that matter, German prep fire might break those defenders and allow an unopposed street crossing. Why did Bill leave the north so weak? There is a three-part answer:

First, the HIP squad I with a LMG in bC1 does preclude free German movement beyond bA2. Any Germans moving into bA1 for a free ride to GHQ get blasted. Even more important, Darryl knows there are HIP forces out there, and this is a likely spot for them. So he may not even perceive the north as undefended. For one thing, he knows from experience "Fish" wouldn't leave a gaping hole. Would "Fish" take advantage of that? Darryl would be gambling to try the north and Bill expects better than that from him.

Second, "Fish" obviously puts a lot of stock in building bE1. I believe he is intent on demonstrating it is so powerful that the north can be offered as a gambit to draw in the enemy, consuming an early turn of German movement which might otherwise have been spent firing into building bE1. His set-up in that building does a good job of protecting against any direct German assault across the street, the Russian's biggest fear if bE1 is the acknowledged key to the game. Bill and Darryl have fought so many bloody engagements in this building that they have nicknamed it the "Death Trap", due mainly to the certain death dealt forces trapped in upper levels. Because the stairwells in this building are located adjacent to the street, within reach of German troops, you won't see "Fish" routing into level one or two of hexes E1 or D1.

Third, anticipating the worst case in the north, a German first turn street crossing in force to bB1 and bC2, what real danger do these Germans pose? If they have boldly moved to B1 so that they are in position to advance to bC1, the HIP squad I is in good shape to lie in wait and ambush them (as he is hidden, they CX). His alternatives are to fire at them or intentionally break and then rout away. The latter is unlikely, the former dangerous if additional units are still available to move along the A-row towards GHQ once R.I. commits his first fire at adjacent units.

But squad I is expendable. He will likely go down, but should take somebody with him. The main thing is that he prevents an early German romp across the north. Once substantial German forces are committed there, "Fish" can respond with heavy fire

Figure 1: The opening attack

from the "Death Trap"—and that is the key. Those Germans will have a very tough time getting to GHQ against fire from all levels of bE1. In addition, not only possible reinforcements, but also Petrakov and squad A with his MMG, can reach GHQ before the Germans can get there. So, the German might send a small force across the north, but the Russian I will engage it and Bill would probably welcome such enemy dispersal.

Despite all this, the northern gambit is at least a viable alternative to a direct assault on the "Death Trap". A swing across the southern edge of the battlefield, however, is a move of dubious merit. The Russian defense is arranged to hit any Germans crossing the street to the south, possibly stopping the enemy cold in the bJ2/J3 area.

"Fish" also banks on the knowledge that if considerable enemy forces burn up several turns maneuvering to the south, that is all the more opportunity they lose to fire on Russians in building bE1. The end result of a southern flanking action of several turns finds the Germans in the bI1/dG2 area, still facing a street crossing against a defender now possibly strengthened with reinforcements. Furthermore, a street crossing in this part of the battlefield does not enjoy covering fire from such superior positions as are inherent in the German set-up area. To be sure, some Germans would have to engage building bE1 during this action, but the likelihood of significant progress with this reduced force is slim. This is just another case of the German player assisting Russian chances by dispersing his attack.

Toughest decision for the Russian player is how many squads to present for initial German prep fire. "Fish" puts six of his nine squads up front, risking a lot, but justified for several reasons. All but one is concealed. There is only one squad per location, so only one per attack can be harmed. They all get +3 TEM. "Fish" needs to deny Darryl easy access to the wall. If he intends to defend the front line at all, he must do it with more than two or three squads who could conceivably be blown away by German prep fire, allowing other Germans to enter the "Death Trap" unopposed in the Advance Phase. Any Germans who prep fire are not crossing the street in the first turn. It should take more than the German has to knock out five concealed squads; anyone moving into the street will take fire. In other words, "If they're shooting at ya, at least they ain't running at ya!"

I am surprised that the 9-1 leader isn't in bE1 to lend extra Rally support to inevitable font line casualties. "Fish" has him sighting the MMG in dI1. I think this demonstrates excess concern on his part for possible southern enemy movement. What other reason would lead him to place his best unit away from the crucial defenses in the "Death Trap"?

But other than switching the leader locations, I find no fault with his set-up. For that matter, Petrakov is not far from bE1, so "Fish" gives away nothing important by locating him so; merely inconvenient should any Turn 1 rally attempts miss by only one, and loss of HIP should he move to the building. Probably a small price to pay for an added −1 DRM assurance that any enemy southern excursion bites the dust.

Although starting the HMG in bI1 in order to place a Fire Lane to bC4 is probably the best defense against a rookie whom you expect to rush across the street to the "Death Trap", locating that weapon in such a remote base against a battle-hardened foe as Darryl could lead to its loss (or at least nullification). "Action" Burk won't move large stacks in the open, and excluding either the HMG or the MMG from the immediate defense of bE1 would seriously weaken that position. Placing these weapons in the front line of the building is another risky option, as the attending squads might break, and then must drop the MG to rout. That's

the key. At least from hex bE1 there will be point-blank targets, and should the owner break there will likely be someone else available to pick it up.

Turning to the German plans, despite all the good reasons for not attacking in the north, it may seem strange to more than a few casual readers to see the German player running head-on into concealed enemy positions in stone buildings. But Darryl initially has substantial firepower advantages and plans to employ them to literally blow away the defenders, rather than risk his infantry crossing a street which might be covered by HIP units.

To top it all off, in our pre-game interview he disclosed a plan which is absolutely brilliant in its application of combined Opportunity Fire and Searching, and should be an ASL standard tactic for situations such as this. As he explained above, everybody uses opportunity fire except two half-squads, who move into the street to expose any Russians who fire or who are ferretted out by successful searches. Simple and very effective.

Thus, "Action" Burk circumvents the odious task of blugeoning those concealed positions. Darryl's plan displays a fine grasp of the tactical options available and a spark of genius as he attempts to finesse his way past the immediate obstacle of Russian concealment. Because he has this plan, there is no need for Darryl to second-guess his decision to forego any flanking action after seeing the enemy set-up. He is almost guaranteed non-concealed targets during the Advancing Fire Phase, possibly even more than he can effectively attack. His risk is small: the two half-squads and potential casualties to any opportunity firers "Fish" might attempt to shoot up (consequently revealing additional Russian units, by the way). If enough of these front-line Russians are exposed, Darryl's opportunity fire and his Advance Phase might easily put a lock on building bE1.

Darryl could have started Cpl. Werth in the first level of bB4 to deny concealment to Russian squad F. Denying concealment to even one squad in this manner can have an impact, for in Bill's first turn Advance Phase, that squad could not then advance into the front of building bE1 without foregoing concealment gain. Given Darryl's plan of attack, it would not have been wise to start Kalmer's group in bB4 (1st) as that would preclude any potential firegroup with Bauman's force.

Our antagonists have both expressed concern over enemy Sniper activity. Notice how both counters are placed to maximize probability of attacking enemy front-line units.

TURN 1

German Player Turn

Serial Event		DRM	DR	Result
Rally Phase				
21	Wind Change Attempt		7	NE
Prep Fire Phase				
22	G.D., G.E., G.H., G.I. opportunity fire			
23	G.A., G.B., G.F., G.G. G.J. opportunity fire			
24	Pils l, G.O. w/MMG, G.P. w/HMG, G.Q. opportunity fire			
25	Bauman, G.L. w/LMG, G.M. w/MMG, G.N. opportunity fire			
Movement Phase				
26	g.C. from bF3 to bE3			
27	R.G. w/LMG fires on g.C.—16 IFT	−2	9	2MC
28	g.C.—2MC		8	Breaks (DM)
29	g.CC. from bG3 to bG2			
30	R.B. fires on g.CC.—8 IFT	−2	5	K/2
Defensive Fire Phase				
31	R.G. final fires on g.C.—8 IFT		3	K/2
32	German Sniper Activation		3	NE
33	R.C., R.E. fire on Pils l, G.K. w/LMG—8 IFT	+2	3	2MC
34	German Sniper Activation		6	NE
35	Pils l—2MC		7	Breaks (DM)
36	G.K.—2 MC		10	Breaks (DM)

4-6-7 G.K. replaced with 4-4-7 G.K.

Serial	Event	DRM	DR	Result
37	Petrakov, R.A. w/MMG fire on G.A., G.B.—8 IFT	+2	12	NE MMG malf

Advancing Fire Phase

38	G.D., G.E. G.H., G.I. fire on R.B.—16 IFT	+3	8	PTC
39	R.B.—PTC		9	Pinned
40	G.A., G.B., G.F., G.G. G.H. fire on R.G. w/LMG—20 IFT	+3	2	Cower, 3MC
41	R.G.—3MC		6	Breaks (DM)
42	Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. fire on R.C.—20 IFT	+2	9	NMC
43	R.C.—NMC		2	Heat of Battle
44	R.C. Heat of Battle	+1	8	Berserk
45	Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. fire on R.E.—24 IFT	+2	8	1MC
46	R.E.—1MC		8	Breaks (DM)

Route Phase

47	Pilsl, G.K. w/LMG rout to bF4	
48	R.E. routs to bE1	
49	R.G. routs to bE1	

Advance Phase

49	G.B. into bE3	
50	G.D. into bF2	
51	G.J. into bF3	
52	G.H. into bG3	
53	Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. into bB4 (1st)	

Russian Player Turn

Serial	Event	DRM	DR	Result

Rally Phase

54	Wind Change Attempt		6	NE
55	Repair Russian MMG in dI1		3	NE
56	R.G. (DM) with Golikov		6	Remove DM
57	R.E. (DM) with Golikov		8	Remove DM
58	Pilsl (DM) self-rally		8	Remove DM
59	G.K. (DM) with Behr		11	Remove DM

Movement Phase

60	R.C. from bD2 to bE3	
61	G.A., G.J., G.F., G.F., G.B. fire on R.C.—36 IFT	−5 4 KIA
62	R.D., C.D. assault move from bF1 (1st) to bE1 (1st)	
63	R.B. assault moves from bF1 to bE1	
64	R.F., C.F. assault move from bD1 to bD0	
65	Petrakov, R.A. w/MMG use CX movement from dI1 to dK1	

Defensive Fire

66	G.E., G.H., G.D. fire on suspected units in bE2 (1st)—8 IFT	+3	7	NE
67	Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. fire on suspected units in bE2 (1st)—12 IFt	+2	10	NE

Advance Phase

68	R.H. passes HMG to R.B.	
69	R.F., C.F. into bD1	
70	R.D., C.D. into bF1 (1st)	
71	R.H., C.H. int bE2	
72	Golikov marked with C.A.A.	
73	R.A. w/MMG into bD0	
74	Petrakov bE1 75	
75	Golikov, C.A.A. into bD0	

Russian player places C.B. on Petrakov and R.B. w/HMG in bE1.

German: All in all, not a bad turn. Even though I've already lost a squad, the "Death Trap" is considerably weakened, especially on the north side. Half-Squad CC was moved into G2 so that his squad G couldn't Subsequent First Fire, and another defender would have had to be exposed to stop the HS's Searching dr.

My advancing fire was used to break up the Russian firegroup, the first step toward clearing building bE1. His berserker is a mixed blessing. It's a chance for an "easy" KIA, but he could pose a problem if he survives First Fire.

I advanced squads B and D into the street to apply direct pressure on the Russian defenders. Their position as the weak link in the firegroup makes them prime targets, but it had to be done sometime. If "Fish" shoots them up in prep fire, I'll at least have targets for my firegroups.

As Bill shows during his half of the turn, direct pressure seems to have worked. His decision not to get involved in a firefight is most likely a result of his need to conserve his squads. The berserk squad had to be considered as lost, and a few more broken squads coupled with a poor Rally Phase could leave him in bad shape.

The 4KIA on the Berserker was most satisfying. There are three reasons I used such a large firegroup. The fewer DR I make the fewer chances I take of his Sniper activation. A KIA would allow the firing units to Subsequent Fire on any units which might move to the front of building bE1. And I needed to eliminate a Russian squad to even losses and a 36(−2) attack is a good way to do that.

The first reason above is why I didn't do a lot of probing fire. The chance of a sniper attack is much greater than that of finding the HIP squad, but I had to try a few attacks on bE2 (1st). It seems a likely location because it would have linked the original Russian firegroup and because it covers so many of the approaches across the street.

At the end of the turn, the situation looks good. Even though the Russian still has a considerable force in the "Death Trap", he has given me the chance to get units into the building on Turn 2. The possibility of such an early foothold in this key position is unexpected and welcome—unless, of course, it is a trap. I'll stick to my plan of using Opportunity Fire and Searches to root out concealed defenders and perhaps find that remaining HIP squad in the process.

Russian: A excellent opening move by Darryl, risking only two half-squads. He has learned the importance of building bE1, and is assaulting it right from the "gitgo". Both HS pose a big threat, so I had to nail them. A successful Search this early would have given Darryl too much information about what is and isn't in the "Death Trap". I fired squad G rather than C or E because of his greater firepower, and the fact that less of that deadly opportunity fire can be directed at him.

At that time, C and E were to remain concealed, but when Final Fire rolled around I felt they might do some damage as well as draw some fire away from my squad G. After all, both squads needed to rout this player turn, voluntarily breaking if necessary. Otherwise, they would face more heavy fire next turn.

You may wonder why I revealed the HIP guys in dI1, breaking the MMG in the process, after that spiel about surprise and the value of HIP. I admit it may have been a mistake, as Darryl no longer has to fear a large firegroup lurking somewhere just waiting to blast him. But since no southern flanking maneuver developed, Petrakov intends to fulfill his alternative assignment and reinforce building bE1. So he would have revealed himself in the Movement Phase anyway. Besides, I just rolled two "3"s and was overcome with the "when you're hot, you're hot" frenzy.

Russian squad C accepted his berserk death sentence and charged out into the street, hoping to draw fire that would activate my sniper (but more important, because the rules require it). He might have drawn even more fire, but Burk's first shot does him in. Spectators to this slaughter, everyone else pulls back and hides, neutralizing for the moment Darryl's firepower advantage.

Since concealed units have the best chance of standing up to enemy heavy firepower, only they advance into the front lines, taking positions to cover any enemy crossing of the street. Squad H first transfers the HMG to R.B. because it would have been unwise to advance with it, making H CX and exposing it to enemy fire and eventual capture.

My concealed Golikov was thinking about advancing to bF1 as a bluff, but decided against it at the last second. He has no desire to be mauled so early. Petrakov advances to bE1 to rally the two broken squads; they need 10s, and he can add in his leadership to any necessary fire attacks. The rest

of the troops will gain concealment this turn in preparation for moving forward next turn.

Neutral Commentator: *So, we're all decided that the German HS did their job.*

During the German player turn, I was amazed that "Fish" dropped concealment to fire squads C and E at bE4 for a mere 8(+2). He probably felt that Darryl had more targets than needed at that point, but his action exposes these two squads to full firepower from Kalmer's group, which previously drew a bead on only concealed targets. An 8(+2) at Pilsl seems small compensation for exchanging Kalmer's 8(+2) for a 20(+2)! But "Fish" rolled "3" for a 2MC, the sniper was ineffective, and both Pilsl and squad K broke (the latter ELRed down to a 4-4-7). To complete the picture, Kalmer's 20(+2) return shot at bD2 yielded only a NMC, which Bill responded with "eyes". Subseqeunt Heat of Battle drove squad C berserk, saving an otherwise dreadful exchange for Darryl. Had C remained concealed throughout, Kalmer's shot on the "8" column would not have removed that Concealment counter. True, Pilsl and K would then maintain good order, but the berserker C now appears headed for death in the street. Still, his charge will draw fire which would otherwise break any Russian defender.

This whole exchange, kicked off by the 8(+2) against bE4, is but a sample of Bill's competitiveness—his drive to bring misfortune to the enemy before they do likewise to him. After all, he is covered by +3 TEM and troops with "8" morale ought to withstand more fire than those of but "7". The whole attack is also in line with his professed inclination to anticipate a DR of "7" when analysing probabilities. If Kalmer rolls "7" on a 20 (+2) attack, R.C. would not break on his resultant roll of "7" for the MC. That made the initial 8(+2) at Pilsl a "free" shot, one which "Fish" could use to try to make something happen since what followed should have even chances for each side. Add to that his opportunity to break not only a squad but Pilsl as well, and "Fish" is fully justified in shooting.

Finally, "Fish" can feel secure about exposing these squads because concealed reserve squads H and F are available to Advance forward in his own player turn. Had Darryl set up to deny concealment to F, would C and E have held their concealment in deference to their primary assignment to defend the building?

Petrakov and squad A, however, have already outlived their Hidden usefulness on the southern fringe. "Fish" wisely shoots them off and intends to use them every turn rather than waste these valuable pieces for unknown use at some later time. At this point, any southern German movement can just as well be covered from building bE1. It was just bad luck that the MMG malfunctioned. Dare we say that Bill had it coming after rolling consecutive "3"s?

In his own player turn, "Fish" makes the only berserk move available and gets it annihilated. Darryl demonstrates familiarity with his opponent, tipped off well in advance by complete lack of Russian prep fire, and throws the kitchen sink at the enemy squad—literally hitting him in the head with it from a first level bF3 window. "He's not only merely dead, he's really most sincerely dead." Had the berserker survived this hail of lead, he would still have to face Subsequent First Fire as well as shots from bF2, bG3 and bD4. The German expects no other targets.

I personally think Bill displayed admirable fortitude this turn by ignoring the plight of his Berserk squad. How tempting it must have been to prep fire squads B and D at those Germans in the street in an attempt to save the berserker. Had the Germans broken, the berserker's chance to get into close combat would have dramatically increased due not only to this reduction of enemy firepower, but possibly also due to Darryl allocating some of his fire to shoot

up B and D. But such attempts to hang on to each and every squad usually end in remorse. The likely result of it would have been a dead berserker and a broken Russian defender or two in exchange for maybe a broken German squad or two. The Russian can't afford to trade like that, at least not just yet. He must do his best to limit casualties, not simply trade them and "Fish" coolly lays off and lets the berserker go.

Notice how Petrakov and squad A moved the MMG to dK1 during Bill's turn. Squad A moved CX and Petrakov lends not only his two MF bonus, but also his one PP assistance. Had Petrakov himelf used CX movement, his one PP aid would be wiped out and dK1 become unreachable. Instead, A has 6 MF (8 less 2 for carrying a 5PP weapon with only 3PP capability) and so gets to bK1.

Otherwise, "Fish" still hides from the enemy and waits for him to come across the street. His south flank ends this turn very weak, and even though Darryl doesn't know the location of the last HIP squad, with dI1 revealed in the south I expect him to move toward that location or maybe even the bridge in dH1. Still, Darryl's good shooting on the first turn finds the "Death Trap" short two Russian squads and an all-out attack there might even put the game away early. Darryl would probably be correct to ignore both these thoughts, stick to his plan, and go straight for Bill's throat in a "meatgrinder" attack on the "Death Trap".

TURN 2

German Player Turn

Serial Event	DRM	DR	Result
Rally Phase			
76 Wind Change Attempt		11	NE
77 Pilsl self-rally		6	Rally
78 G.K with Pilsl	−1	12	NE
4-4-7 G.K. replaced with 2-3-7 g.K.			
79 Repair Russian MMG in bD0		3	NE
80 R.G. with Petrakov	−1	6	Rally
81 R.E. with Petrakov	−1	11	NE
Prep Fire Phase			
82 Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. opportunity fire			
83 Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. opportunity fire			
84 G.A., G.J. opportunity fire			
85 G.F., G.G. opportunity fire			
86 G.E., G.H. opportunity fire			
87 G.I. opportunity fire			
Movement Phase			
88 G.B. from bE3 to bD2			
89 G.B. searches building		1	reveal R.F. and R.H.
90 G.B.—search casualties		3	reduce
4-6-7 G.B. replaced with 2-4-7 g.B.			
Defensive Fire Phase			
91 R.F. fires on g.B.—4 IFT	+3	10	NE
92 R.H. fires on G.D.—12 IFT	+2	6	1MC
93 G.D.—1MC		10	Breaks (DM)
94 R.D. fires on G.D.—8 IFT	+2	4	Cower, 1MC
95 G.D.—1MC		6	Pass
96 Russian Sniper Activation Target Selection 5,6 moves Sniper to bF2		1	Fires
97 Casualty Reduction of G.D.			
4-6-7 G.D. replaced with 2-4-7 g.D.			
Advancing Fire Phase			
98 G.E., G.H., G.I. fire on R.H.—12 IFT	+3	7	PTC
99 R.H.—PTC		6	Pass
100 G.A., G.J., G.F., G.G. fire on R.H. 16 IFT	+3	5	1MC
101 R.H.—1MC		5	Pass
102 Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. fire on R.H.—24 IFT	+2	5	3MC
103 R.H.—3MC		9	Breaks (DM)
6-2-8 R.H. replaced with 5-2-7 R.H.			
104 HMG and MMG ROF fire on R.D.— 12IFT	+2	9	NE
105 HMG ROF fires on R.D.—6 IFT	+2	7	NE
106 HMG ROF fires on R.D.—6 IFT	+2	7	NE
107 HMG ROF fires on R.D.—6 IFT	+2	5	NMC
108 R.D.—NMC		5	Pass
109 HMG ROF fires on R.D.—6 IFT	+2	7	NE
110 Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. fire on G.F.—20 IFT	+2	7	1MC
111 R.F.—1MC		6	Pass

Serial Event	DRM	DR	Result
112 LMG and MMG ROF fire on R.D.— 8 IFT	+2	9	NE
Rout Phase			
113 g.D. routs to dF4			
114 R.H. routs to dF0			
Advance Phase			
115 G.A.,G.J. into bE3			
116 G.G, G.F. into bF3			
117 G.E. into bF2			
118 G.H. into bG2			
119 G.I. into bG3			
120 Behr, C.R. into bE4			
121 Werth, C.S. into bH3			
122 Kalmer, G.L w/LMG, G.M. w/MMG, G.N into bB4 (2nd)			

German player places C.T. on Pilsl in bF4.

Russian Player Turn

Serial Event	DRM	DR	Result
Rally Phase			
123 Wind Change Attempt			NE
124 Provisional Reinforcements			1 two squads
R.J. and R.O. set up adjacent to dK5, offboard. Russian player places C.J. and C.O. on these squads.			
125 Repair Russian MMG in bD0		2	Repaired
126 R.H. self-rally		7	Remove DM
127 R.E. with Petrakov	−1	7	Rally
128 G.K. with Pilsl	−1	8	Rally
129 g.D. with Pilsl	−1	7	Remove DM
Movement Phase			
130 R.J., C.J. use CX movement from offboard to dK3			
131 R.O., C.O. use CX movement from offboard to dK2			
132 R.D. assault move from bF1 (1st) to bE1 (1st)			
133 R.E. assault move from bE1 to bD0			
134 Golikov, C.AA., R.A. w/MMG from bD0 to bE1			
135 LOS check to vertex bE1/1 from bG2			
136 Golikov, C.AA., R.A. w/MMG continues to bF0			
137 R.F. assault move from bD1 to bE1			
Advance Phase			
138 R.B. passes HMG to R.G.			
139 R.J. into bK2 (combine under C.O.)			
140 R.B., C.B. into bD1			
141 Petrakov marked with C.BB.			
142 R.E. into bE1			

Russian player places C.D. on R.D., C.AA. on Golikov and R.A., C.BB. on Petrakov, R.F., R.E., R.G. w/LMG and HMG.

German: So far the plan seems to be working. A HS in building bE1 may not seem like much of a toehold, but he is in a secure position and opposed by one squad. My machinegun firebases and squad firegroups cover all the hexes that could counterattack half-squad B, and "Fish" may temporarily give me that corner of the building rather than fight when he is outgunned.

It is interesting that my casualties during the first half of Turn 2 are all non-IFT events. The Rally Phase casualty reduction and the Sniper attack were random occurrences, but the Searching casualty check was a nice move on Conner's part. It cost him nothing and reminded me, at the expense of a HS, that searching has its hazards.

My advancing fire was an attempt to clear the front of the "Death Trap" for the units which would be moving into the street during the Advance Phase, and to take some pressure off B. The rate of fire from my HMG was impressive but ineffective. While all those shots contradicted my plan on minimizing the chance of sniper attack, I felt that I had to keep shooting. If the large fire attacks to which I have committed the bulk of my forces were not producing results, I have to take what Fate provides—and a leader-directed 6(+2) is better than a lot of shots I will take.

The Advance Phase gave me control of the front of the "Death Trap" as four squads advanced into the street. "Fish" cannot afford to face the point-blank fire of so many squads. Kalmer's group advanced to the second level to harass any reinforcements that might appear. Bauman stayed in bD4 to support the assault in the street. Cpl. Werth advanced to bH3 so he could assault move to bG3 next turn and maintain concealment. Sgt. Behr moved to bE4 to provide another rally point and to be in

position to lead the next wave across the street. Besides, two leaders in the same hex next to an enemy Sniper makes me nervous. At the end of my turn, I think I'm in good position to be in the "Death Trap" in force next turn. And if "Fish" decides to counterattack during his coming player turn (which I doubt), I'm ready.

"Fish" wisely uses his half of the turn to build a strong defensive position instead of foolishly risking his squads against a superior force. He is forcing me to risk my good squads while doing as much as he can to protect his own. Notice that every good order Russian unit is concealed at the end, and that he has left me only one possible shot for prep fire—a 2(+3).

However . . . although "Fish" has a strong position, there is little he can do to stop me from flooding the "Death Trap" with German squads. Whether or not this flood can crest once in that building is another matter. I must take building bE1 soon if it is to serve as the jump-off point for my assault on GHQ.

Russian: Darryl rolls his obligatory "12" during rally and I thank him. It's nice when your opponent helps you with the destruction of his forces. My most important rally was sucessful; I could have used even better, but I'm not complaining.

Darryl surprises me with his use of opportunity fire. He is bringing maximum firepower to bear while risking very little. I decide to let squad B Search so that I might teach him a lesson about snooping by causing some casualties. Squad B paid the price while I retain full fire capability. I also felt that any information that Darryl might gain at this point was much less valuable than it would have been before. Besides, my boys were going to lose concealment anyway with a couple of "hail Mary" shots. Although my sniper nailed a HS, I would rather have broken B instead. What a complaint, huh?

Squad H's ELR failure is more like what I expected on Turn 1. Although the HMG fired six times and had little effect on my men, it left me hanging on the edge. Sometimes I don't care what the DR is, just hoping for no ROF. It's a good thing my troops are in excellent cover.

My own Rally Phase was extremely satisfying, especially the arrival of reinforcements and the repair of my MMG. I need more juice up front. So squads "O/J" (I think I had to do it) get the call instead of "Fearless Leader" Petrov. I think he is trying to round up some more malingerers. Besides, I don't need him just yet anyway. Free LOS checks against concealed units O and J from bB4, second level, cause them to move forward with caution so that J wastes a MF and ends in dK3 instead of dK2 like his smarter comrade.

It looks like squad D will have to fall back and remain upstairs for awhile, satisfied to survive and harass the enemy, who will be forced to flush him out. Following the orders of Petrakov and Golikov, the rest of the guys reposition themselves during movement.

During my Advance Phase, B passes the HMG to G even though G already possesses a LMG, and then advances to bD1 to deny that location to the German (at least during enemy movement). Squads O and J stay put to help protect against any rush across the bridge and into the gully. They also help guard hex dI1. I wish I had somebody in dI1, but will make do with what I have. At least everyone is concealed.

Neutral Commentator: *That poor German squad K must have left his bullets at home. First his ELR fails under a lousy 8(+2) attack, and now he has a casualty reduction during the German rally attempts. Squad K must be the "Klutz" squad!*

I too was surprised Darryl had the restraint to once again opportunity fire everybody, avoiding any southward excursion. All his fire managed to break

only one squad, while he also lost a squad. Still, he is crossing the street in fine shape. Kalmer on the second level of bB4 slows down Russian reinforcements and brings some heavy fire into enemy rear areas. "Fish" needs to rally squad E and repairing the MMG won't hurt. Without a favorable DR exchange ratio during the German Advancing Fire (Darryl's 6.9 to Bill's 6.2), "Fish" might be hurting despite the +3 building modifiers.

I was also surprised that the Russian F didn't fire at adjacent G.B. to try to keep the enemy out of the building. His shot on Kalmer promised bigger things but with a much slimmer chance of success. "Fish" doesn't fear the HS. Look how the defense has contracted upon bE1—like a spring tightening into a coil. Will it explode when sprung or simply tip over like a "Slinky"?

The saga of the Russian squad E continues during the German turn. The guy who failed to rally last time when Petrakov wasn't there, this time fails to rally with him present. Now it's been a complete game turn that he has been useless and "Fish" must be wondering about this squad's elite status. But, not only does Bill bring back E and the MMG in the Russian turn, but also he gets two reinforcement squads. Already we see him putting together a stronger defense in order to recoup some of his lost advantage. Quite frankly, after that lousy "OJ" pun, I'm rooting for "Action" Burk to knock him on his "can".

"Fish" plays a coy defense this turn, allowing Darryl nothing whatsoever to shoot. Burk considered trying to activate the enemy Sniper, but finally decided he didn't want to find that last enemy squad that bad after all. Over the next turn, the "Death Trap" is going to receive deadly fire as Darryl moves in and "Fish" either fights or withdraws. Watch for Darryl to probe bE1 with small forces advancing adjacent.

"Fish" moved heavy forces into bF0, so it will now be difficult for Darryl to move on building dI1. But Russians in the gully can't see the road and now there is no one in bF1 (1st), so I again expect some southern German movement. The building bE1 is a dare; just how bad do the Germans want it?

Notice that Darryl alertly takes the free LOS check to bE1/1. Since the moving units include one concealed, he is allowed this free check—even though to a bypass vertex only—because the moving Russian units are using non-assault movement. I think "Fish" may have considered extricating his D from the first level, but decided he would serve a better purpose as a nuisance force there. At least by hiding, the squad is guaranteed to see the next turn.

The Russian MMG has meanwhile been run all over the board. Will it ever find a home? Is squad A looking for the bullets?

I was surprised that squad O did not advance from dK2. Either Bill wants him back there to protect the bridge, or it was an oversight, or he is keeping O and J together to set up another chinzy juice joke. [I hope it's not the latter case.]

This was a very important turn for "Fish", not so much for what happened on board as for what happened at command headquarters. That is, he decided to yield the front of the building and preserve his squads rather than fight and allow the Germans to mangle them. Entrance of two reinforcing squads actually makes the Russian stronger now than at scenario start by one squad, while Darryl is down two squads. But positionally, the Russian is down as "Action" Burk has forced the street crossing.

TURN 3

German Player Turn

Serial Event	DRM	DR	Result
Rally Phase			
143 Wind Change Attempt		8	NE
144 g.D. with Pilsl	−1	8	Rally
145 R.G. passes LMG to R.E.			
146 R.H. with Golikov		2	Heat of Battle
147 R.H. Heat of Battle		7	Berserk

No LOS to enemy, so 5-2-7 R.H. replaced with 6-2-8 R.H.

Prep Fire Phase			
148 Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. opportunity fire			
Movement Phase			
149 G.B. from bD2 to bD2 (2nd)			
150 G.A. assault moves from bE3 to bD2			
151 G.J. assault moves from bD3 to bD2			
152 G.H. from bG2 to bH0			
153 R.D. fires Snap Shot on G.H. at bH1/1 −2 IFT	+2	9	NE
154 G.I. assault moves from bG3 to bG2			
155 G.G. assault moves from bF3 to bF2			
156 G.F. assault moves from bF3 to bF2			
157 Werth, C.S. from bH3 to bG2			
158 Behr, C.R. assault move from bE4 to bE3			
159 G.K. w/LMG use CX movement from bE3 to bB2			
160 Pilsl, C.T., g.D. from bF4 to bB2, losing C.T.			
161 Bauman, G.O. w/MMG, G.P. w/HMG, G.Q. from bD4 (1st) to bD3			
Advancing Fire Phase			
162 Kalmer, G.L. w/LMG, G.M. w/MMG, G.N. fire on R.B.—8 IFT	+2	5	IMC

163 R.B.—IMC		9	Breaks (DM)
164 G.A., G.J. at R.B.—8 IFt	+3	9	NE
Rout Phase			
165 R.B. routs to bL2			
Advance Phase			
165 Pilsl, g.D. into bB1			
166 G.B. into bD1 (2nd)			
167 G.A. into bD1			
168 G.J. into bD1			
169 Bauman, G.O. w/MMG, G.P. w/HMG into bD2			
170 G.Q. into bC3			
171 G.F. into bE2			
172 G.G. into bE2			
173 G.E. into dF1, encircling R.D.			
174 Werth, C.S. into dF1			
175 G.I. into dG1			
176 G.H. into dI1			
177 Behr, C.R. into dF3			

German player places C.X. on Bauman, G.O. w/MMG, G.P. w/HMG; C.T. on Kalmer, G.L. w/LMG, G.M. w/MMG, G.N.; attempts roll for concealment of G.Q (fails on 6).
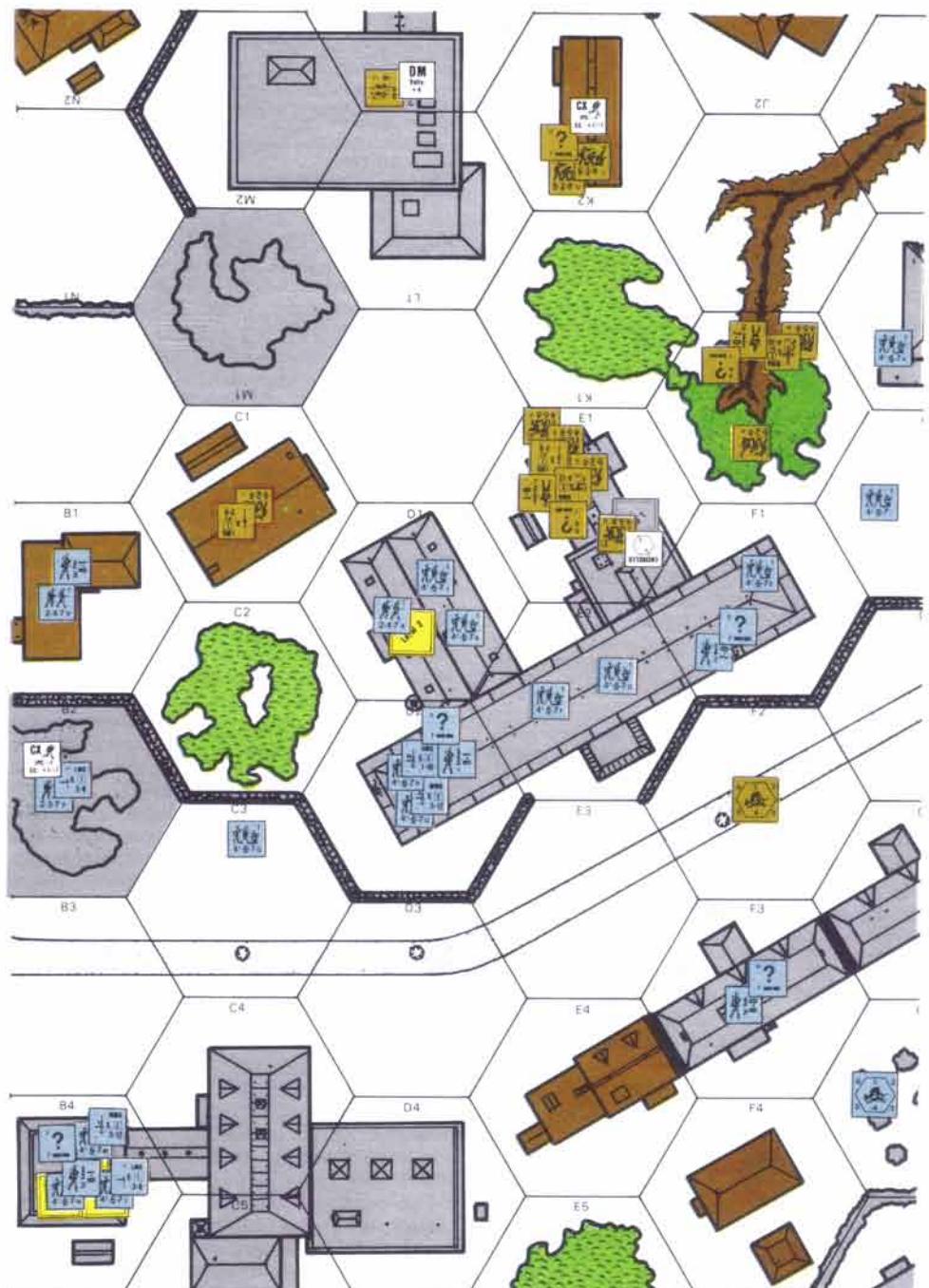
Figure 2: The situation at the end of the German player turn of Turn 3. Readers should note, if they haven't before this, that all non-Gully Woods hexes are considered stone rubble and are depicted with grey hexes on the illustrations.

Russian Player Turn

Serial Event	DRM	DR	Result
Rally Phase			
178 Wind Change Attempt		6	NE
179 Provisional Reinforcements		6	NE
180 R.A. passes MMG to R.H.			
181 R.B. self-rally		5	Remove DM
Prep Fire Phase			
182 R.D. fires on G.I.—4 IFT	+1	8	Cower, NE
183 R.A., R.H. fire on G.H.—20 IFT	+3	3	3MC
184 German Sniper Activation		6	NE
185 G.H.—3MC		5	Breaks (DM)
186 MMG fires at G.I.—8 IFT	+1	10	NE
187 Petrakov, R.E. w/LMG, R.G. w/HMG fire on G.G.F., G.G.—36 IFT	+2	7	3MC
188 G. F.—3MC		8	Breaks (DM)
190 HMG ROF fires on G.A., G.J.—12 IFT	+2	5	1MC
191 G. A.—1MC		10	Breaks (DM)
192 G.J.—1MC		10	Breaks (DM)
193 R.F. fires on G.I.—4 IFT		6	NMC
194 G.I.—NMC		3	Pass
Movement Phase			
195 R.J. assault moves from dK2 to dK1			
196 R.J. marked with C.J.			
197 R.O., C.O. assault move from dK2 to dJ1			
198 Golikov from bF0 to dK2, losing C.AA.			
Defensive Fire Phase			
199 G.E., G.I. fires on R.A., R.H. —16 IFT	+1	10	Cower, NE
200 G.B. fires on Petrakov, R.E. w/LMG, R.F., R.G. w/HMG—4 IFT	+3	4	Cower, NE
Advancing Fire Phase			
201 R.O. fires on G.H.—6 IFT	+3	4	NMC
202 G.H.—NMC		7	Pass
Rout Phase			
203 G.H. routs to bJ1			
204 G.J. routs to bC1			
Eliminate for routing into HIP R.I.; place R.I. under C.I. on board.			
205 G.A. routs to bF3			
206 G.G. routs to bF3			
207 G.F. routs to bF3			
Advance Phase			
208 R.H. passes MMG to R.A.			
209 R.G. passes HMG to R.F.			
210 R.E. passes LMG to Petrakov			
211 R.O. into dI1			
212 R.D. into bF1 (1st)			
213 R.H. into bG1			
214 R.G. into bF1			
215 R.J., C.J. into bE1			
216 Golikov into dL2			
217 R.I., C.I. into dM1			
218 R.E. into bE2			
Close Combat Phase			
219 Ambush in bF1 results in German Ambush			
220 G.E., Werth vs. R.G.		2	R.G. KIA
221 R.H. vs. G.I.		7	NE
222 G.I. vs. R.H.		5	NE

Russian player places C.AA. on Golikov.

German: The defense now hinges upon bE1 and it is a strongly defended position that offers any attacker few options for assault. I chose this turn to attack bE1 in force because I have to keep up the momentum of my assault and keep the pressure on "Fish". His reinforcements have begun to arrive and I will gain nothing by waiting while he consolidates his positions and grows stronger. The scenario will be at the halfway point next game turn, and I don't have time to waste. The sooner I start the main attack, the longer I'll have to rally its inevitable casualties. I fully expect this game turn to be crucial to the outcome of this playing.

Kalmer's group was opportunity fired because I hoped Russian squad B would drop concealment to fire. I wanted to clear D1 so Bauman could advance his machineguns into D2 without the distraction of adjacent enemy units.

My own B moved upstairs to scout the terrain, but didn't Search because I can't afford to lose a HS to a Search movement dr. He can be put to more effective use by advancing to the rear of the building where his firepower can cover some of the Russian approach and escape paths. A or J could

have searched to reveal Russian squad B, but that would have left a squad TI in D2. That squad will be needed in the assault against bE1, and for rout purposes I wanted to end with only two squads in D2. Sgt. Pilsl moves the two HS to outflank building bE1, and to seize bC1-dM1 as stepping stones into GHQ.

But "Fish" was not intimidated by my large firegroup and his decision to stand and fight seems to have paid off. The inevitable casualties have turned up in droves. I knew clearing building bE1 would be a nasty job, and it's living up to my expectations. Still, things could have been much worse; and I didn't think my troops would remain unscathed if Bill decided to fight it out in the "Death Trap". Failure of his reinforcements to arrive was a break for me and I would not have been surprised if "Fish" pulled back to get some troops into GHQ.

The Russian had to be pleased with his prep fire. Five broken squads go a long way toward blunting my attack, and I was left with few shots for final fire. While I would have preferred to attack bE1 with my Final Fire, I didn't feel that there was much chance to bust it open with a 12(+3). Besides, I hate attacks which only cause a NMC if I roll my opponent's SAN. I needed to break some Russian squads to offset my own losses; the attack on bF0 seemed the best bet.

Though my discovery of HIP squad I cost me German squad J during the Rout Phase, his loss was acceptable in view of the information gained. At this point I need Good Order units able to attack now to take advantage of the lack of enemy reinforcements. Squad J's loss hurt, but not as much as losing a stack of units during some future Movement Phase.

The value of a concealed unit in close combat was very well demonstrated by Cpl. Werth, much to my delight. A squad/SMC combination in close combat is a much tougher proposition than a lone squad. Even a lowly 7-0 can be of great value when concealed since both units share concealed advantages for Ambush purposes. I didn't advance after the successful ambush because I wanted to put as many squads as possible in position to attack bE1. "Fish" is still in building bE1 in force, but I still have a toehold in it. It's anybody's ball game now.

Russian: My squad H rolled "eyes" in his Rally attempt, and then went berserk in his Heat of Battle determination; but it was amended to mere Battle Hardening since he's out of LOS. That is one good reason to rout out of enemy LOS. Notice that "2" on a self-rally attempt does not invoke Heat of Battle, but usually creates a leader instead.

I watched a lot of free maneuvering during "Action" Burk's turn, giving me very little to shoot. A Russian squad in dI1 would have helped immensely. Squad B held his fire to retain concealment in hope of surviving Kalmer's opportunity fire and to spring an ambush, but broke anyway. Although bC1 was a legitimate rout possibility, going there would only cause problems for both B and the HIP unit, so B went to dL2 since it is out of enemy LOS. He is allowed to do so because dC1 is no further from enemy occupied bC3 than his current location and it need not be considered a rout possibility.

After Burk's Advance Phase, swallowing and breathing became extremely difficult. I'm suffering increased heart beat and a severe case of the shakes. It seems the moment of truth has arrived sooner than I had hoped. Here I am "between a rock and a hard place", "on the horns of a dilemma" and "up the creek without a paddle". In less cliched terms, Darryl has me cornered! Great game this ASL, ain't it?

I have reached one of those all too familiar points which happen at least once in most games (and many times in some) when a decision must be made weighing the risks and the gains. The path I choose will decide the game. The question is how many Russian

troops will stand and fight and how many should be withdrawn from bE1. Or do they all do one or the other?

A total withdrawal means taking at least some amount of negative modified fire. Also, my original plan was to make the enemy pay for terrain with time and troops. But if my troops stand, they face point blank firepower from the survivors of my prep fire.

After much soul-searching, I decide that both worst cases are essentially the same (my boys all break) while the best cases are not (I might break him if I shoot but have no chance to do so if I run). Besides, even if all my troops were to withdraw unharmed, the German would be in excellent shape, still control the initiative and hold the best terrain only two hexes away from GHQ with four turns to go.

On the other hand, with average "6", "7" and "8" dice rolls my prep fire should break enough Germans to reduce their firepower significantly, allowing most of my men good survival possibilities. A successful Prep Fire Phase will not cripple the German, but will slow him considerably and may wrest the initiative from his grasp and even deny him control of bE1, forcing him to expend yet more energy to take it.

I feel Darryl forces me to fire because the withdrawal routes are now covered. Since I have so much more to gain by firing, I will!

So phenomenal was my Prep Fire (I averaged 6.5 while Darryl rolled 7.5) that squads O and J didn't have to fire at dI1 and were free to move. With HIP squad I doing nothing except continuing to hide, he could have put a 16(+3) into bD1 had the defense there not crumbled anyway.

I guess that Burk's boys couldn't take the pressure, and with everyone around them breaking, they cower to no effect in Final Fire. After HIP squad I gunned down a German squad in the Rout Phase, he advanced out of Kalmer's LOS and into the dM1 rubble.

I even decided to press my luck and launch a small counterattack in the "Death Trap" aimed at tying up the remaining Germans. If victorious, I will be able to bring home some DM-maintaining fire on the enemy that just routed back across the street. Disaster nearly struck me down as squad G was killed in ambush and squad H held in Melee.

Neutral Commentator: *Wow! Darryl's advance certainly separated the men from the boys. Russian prep fire will determine who's a whip and who's a wimp. I expected a more tentative advance, but Darryl has really sunk his teeth into the "Death Trap". This is a bold move, but it allows "Fish" to prove his Russians in prep fire or back out of the building entirely; he gets to choose. Advances by squads H, I, B and Pilsl's group put pressure on the flanks as well; Darryl means business. He has maneuvered nicely and is now in position to dish out some punishment.*

"Fish" had pulled everything into a two-hex defense, bF0 and bE1, backed by marginal units (encircled D, HIP I, and the reinforcements in dK2). Facing an adjacent five-squad firegroup, who can blame "Fish" if he decided to pull back to dK1, yield the "Death Trap" and fight on for GHO? But this would be an early loss, tough to recoup, so I think he is forced to shoot it out.

Another approach for Darryl would have been to move squad B to the first or second level of bE2, followed by assault moves to bE1, bE2 and bD2. With additional troops in the street ready to advance in and with Russian troops unconcealed, this would have put maximum pressure on the defense. Psychologically, this would have been an excellent way to make "Fish" pay for snubbing the HS in the second turn in favor of his cheap 4(+3) at Kalmer.

But this plan almost guarantees the loss of squad B, and Darryl opted to wait until he is 100% ready

and advances adjacent to bE1. After all, his best bet may have been to leave open an opportunity for Petrakov to escape. All has gone fairly well thus far, and Burk decided to proceed in a deliberate manner rather than force the building in his player turn. The unfortunate part of all this is that he has moved so strongly against bE1 that "Fish" feels compelled to shoot. Granted he could retain concealment by moving to dK1, but he would be leaving +3 TEM. Darryl knows this; he expects Conner to fight. he has wheeled his assault into an early confrontation, based on early successes.

And Russian prep fire on bE2 and bD1 was crushing! Chasing squad H out of dI1 was the final blow. "Fish" lost a little with his HIP revealed at bC1, but finishing J was probably about an even trade. Close combat action in bF1 led to surprising German local victory thanks to the ambush. But there is no doubt that this turn belonged to Bill. Four broken and one dead German squad against one dead Russian squad is quite a bloody exchange ratio. "Action" Burk can't take too much of that action.

Suddenly Darryl's strength in the center is gone and he must now look for the northern troops—his strongest forces—to take up the fight. Building bE1

will be tough to bypass, but right now he has little choice. For one thing, "Fish" surprisingly throws the two reinforcements to the south, into bE1 and dI1; I wonder why the north has been left so weak? Will Kalmer come down and fight?

I can't fault Darryl for moving so strongly against bE1 either. I think it was one of those moments when he had so much to gain, thanks to his early gang-busters tactics, that he simply had to press the attack. Sure he could have held back, advancing only one squad into each hex, or even tried to bypass bE1 altogether. But either of these options would have wasted time while the advantage was his. Without taking the "Death Trap", he knew he would have a much harder battle getting to GHQ. Plus, he had the Russian down and you just don't give a gamer like "Fish" the chance to get back up again. You hit him when he's down, and you keep kicking him (General Patton said all this long ago).

Besides, Darryl's chances were reasonable. The Russians might have retreated, enemy prep fire might have had little or no effect, the HMG might have at least missed ROF and the German squads might have held—at least a few of them. Total defeat was quite remote, but that's what happened. That both attacks Darryl managed to get off this turn

barely missed PTC due to cowering was testimony to the futility of his whole turn.

Notice how quickly "Fish" tried to take up the initiative, moving forward squads O and J, and advancing to contest previous German-occupied hexes bG1 through bE2. Golikov and squad I both moved to strengthen the GHQ. Though weak in the north, "Fish" has plenty to handle Pilsl's meager force. It's what follows Pilsl he should fear!

The first German to enter Board d—squad H in dI1—breaks and routs back to the safer Board b. This may only be part of the overall woeful German luck, but could it portend even more evil on that board next turn?

■■■■■■■■■■■■■■■■■■■■■■■■■■■■

With the German assault stalled, and our stalwart players fighting tooth and nail in the "Death Trap", space limitations demand that we must pause in this Series Replay. Next issue will see the conclusion of our rendition of Deluxe Scenario 1.

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CONTEST #137

It's the start of the PFPh in the last player turn of an Eastern Front scenario for *ADVANCED SQUAD LEADER* set in October 1941, and you (as the Russians) are the ATTACKER. Russian Victory Conditions are based on Victory Points for the number of units you can exit onto Board 5 (as indicated by the shaded area) by game's end. Your task is to indicate how to gain the maximum number of VP in this player's turn (units on Board 5 but not in Good Order do not count for VP). Record all pertinent Russian and German actions, in order of execution, on the contest form.

In considering your reply, note the following facts:

1. The Germans have one HIP 4-6-8 within the illustrated area.

2. Germans will automatically use Defensive/ Subsequent First Fire/FPF (subject to all rules for doing so, but will not make Snap Shots) with the maximum FP they can bring to bear, at all Russian units that move closer (in MF) to any whole hex of Board 5 and will use Final Fire in the same manner against those Russian units they can most easily prevent from counting as VP.

3. All Original DR equal "7" and all Original dr equal "4" (including the colored dr for ROF).

4. The German setup was restrictd to Board 4.

5. Hex 4X9 was rubbled during play.

6. The MTR is not emplaced.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 137 will appear in Vol. 24, No. 2 and the list of winners in Vol. 24, No. 3 of The *GENERAL*.
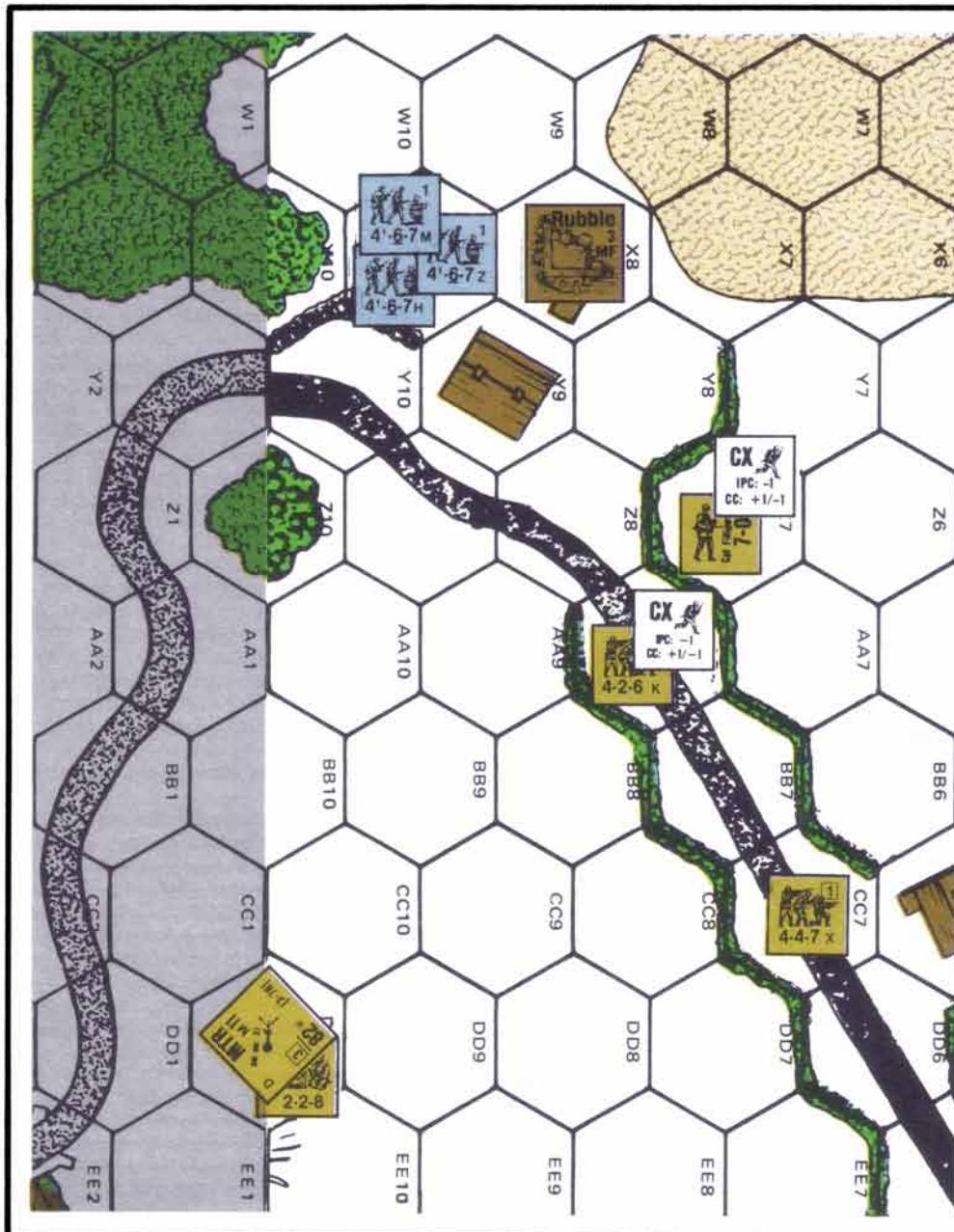
Squad Leader Clinic

NIGHT MOVES

By Jon Mishcon

"Escape from Velikiye Luki" [Scenario 6 in the original *SQUAD LEADER*] and night rules in general, must appeal to the *ASL* gamer who likes things a little wild. Even the player most jaded to fortune's whim (allow me to here mention my two, consecutive "snake-eyes" MG shots against Joe's 10-3 leader in our playtest of the 1987 tournament scenarios) will find each playing unique. Play-balance is, at best, a "guesstimate".

The very first question that must be answered is why bother to have night rules at all? My guess is that there are three reasons. The first is to satisfy the player who loves uncertainty; night rules insure that you'll never be certain of anything. The second is the desire to have the *ASL* rules become a complete reflection of 1935-1945 combat. Night attacks were standard fare and there will be players who desire to recreate those actions. The final reason is the use of *ASL* as a teaching tool for military history. For all the supposed flaws in the system, it may well provide the best insight as to what local commanders did and why. If you want to learn why night attacks was purposeful madness, then a couple of playings of this scenario will be enlightening.

Thankfully, the night rules are all optional. Their inclusion in *YANKS* is "icing on the cake" and allows me to continue our efforts to redo all the original *SL* scenarios.

Well, what works for night combat and what doesn't? Delightfully, the game is true to history. Simplicity works. Or at least it may work. Complexity doesn't. Or at least, not often enough to be worth a damn.

The attacker should go with every man clumped together moving towards one objective. Don't be shocked if 25% of your force starts to drift off. If at all possible, use column movement to maintain cohesion. Even if you can't get the Column rules in play, try to keep all your eggs tucked neatly together so you'll have a chance to obtain local superiority. Use one "dummy" Cloaking counter with your real force to, hopefully, absorb sniper and other fire. Use the extra Cloaking counters to feint in another direction; but if your march is long enough, no-one (including you) will know exactly what the original lines of attack were.

Spending 10 BPV on Recon is a real gamble for two reasons. There's a lot of terrain to hide in, so you tend to get into guessing games when you pick search sites *and* I often don't end up where I thought I was going anyway. (Does anyone recall that old WWII song about, "You never know where you're going till you get there"?)

The defender should huddle on the objective with at least 75% of his force. Use as light a picket screen as you can get away with. Now, in this particular scenario, you've got to spread out; but it's still best to put your units in packets rather than in a thin line. Hide your leaders with some of your best troops and perforce sit tight.

The most important consideration for the defender is the placement of his best leader, the troops he can stack with, and the troops he can reach in one Movement Phase. Unless there is an absolute contraindication, you must plan to put your best leader in the rear center with your best troops *and* put two stacks of good troops one Movement Phase away toward both flanks. Thus your chances of getting two stacks rolling are greatly improved.

The thought will occur to any experienced player that using hidden units may allow traps to be formed. So you set up certain areas with no units, almost inviting attacks; while you cover other areas heavily with both hidden and non-hidden forces. Good luck chums. This may work if the opposing player can control his advance. It tends to fall apart if the attacking units that get lost on the advance waltz right through that little hole.

The bottom line is that the night rules are a play-tester's nightmare. Want to find out why Japanese coordinated attacks failed in Guadalcanal? Try marching two or three columns up five boards and check out what happens.

Our re-working of "Escape from Velikiye Luki" is enclosed on the insert for players to get a chance to further experiment with the night rules.

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After Action Report—The Paw of the Tiger

These notes continue the series of commentaries in the Clinic pertaining to the scenarios published with the previous installment of the column (Vol. 23, No. 5 in this case). The intent is to provide the *ASL* player with one of numerous possibilities for defensive setup, attacker initial placement, and basic tactical approaches for both. Having had several months to examine your own approaches to our Clinic scenarios, the reader can now compare his findings with our summation.

GERMAN: Put the Tigers and the radio onto any commanding heights. We like 2Q6 and 2CC8. Use your pre-game drm to try to get hulldown positions.

Have the infantry, the 37L ATG, and the Pzkw IIINs set up behind the Tigers to protect their rear and flanks. Check out T1 as a location for the 37L ATG.

RUSSIAN: If you're going to try a flanking move through the southern woods (5I10), use at least six tanks there and go for trailbreaks. Otherwise, split evenly between the other two roads.

DEFENDER'S TACTICS: Call in the artillery as soon as possible. Shoot early in First Fire during the first couple of turns to get maximum potential use of retained ROF. By Turn 5, wait until fairly late in the move before shooting. Always try to kill the T34s first. If you can reduce the number of mobile Russian AFVs to six, then try and hide. Don't forget to set up your ATG using HIP. Boresight the 88s on the bridges—5Y8 and 5EE2.

ATTACKER'S TACTICS: Reread the article "How to Kill Tigers" (Vol. 23, No. 5).

Hube's Pocket

GERMAN: Move the Panther to 2I4 in the first move. Screen in front of the Panther with infantry in the F2 and C1 woods. The sMG halftrack and one Mk IVH should move behind the ridge line heading for 2O5 and 2P5. The rest of the tanks and halftracks must move as quickly as possible along the Board 5 woods road heading for positions in the gully around the 5EE2 and 5R6 woods.

RUSSIAN: Bring on the bulk of your infantry and all your T34/85s on 4EE1, 4FF0 and 4GG1 and move as quickly as possible for Board 2. Some infantry (riding tanks) and your T34/76s are best left behind cover on the other side of the board around positions like 4L8, 4M10, 4I4 and 4E4.

ATTACKER'S TACTICS: Your Panther is the linchpin of your defense. You will find that you can easily move into LOS and expect to kill. However, the Russian T34s are likely to try and swarm it, so you must always screen the Panther with infantry. While your Panther kills off the T34s on one side, the rest of your armor plus your mounted infantry (give these guys the SWs) must plan to go in and dig the Russians out from around 2EE8. Don't forget to use smoke whenever possible.

DEFENDER'S TACTICS: If the Panther shoots early in your move, and you can swarm it, do so. It is worth four T34s to kill the Panther. Otherwise, spread out, stay in cover, force the German to come to you. Don't forget to try immobilization shots. It should be easy to deny entry to the convoy on Boards 4 and 2 with your infantry (just digging in on the road can really screw up convoy movement), but you'll have to use armor to block the road on Board 5. Assuming that the 5R6 hex is German occupied, optimum tactics probably means staying under cover and trying to shoot up the convoy into three sections as it enters. Leaving the T34/76s on the other side of the board assures you that the Germans can't concentrate against you and the T34 mobility will allow them to close ranks when the convoy does enter the map. For those who enjoy duking it out, you can go out and cut up the SS infantry and Mk IVHs, but the Panther will just eat you alive if you do.

☆

DESIGN YOUR OWN

Theater: **EAST FRONT** Date: **Sept., '42** Game Turns: **9** BPV: **450**

Player Name	Nationality	Initiative	FPV	Pref. Terrain
Charlie	Russian	Recon	450	Woods
Murphy	German	Defend	338	Town

(circle Nationality that moves first)

Weather: **Clear**

Scenario Type: **Probe (PR)**

Column (Table 10): **D**

Vict. Cond. Table: **DR#9**
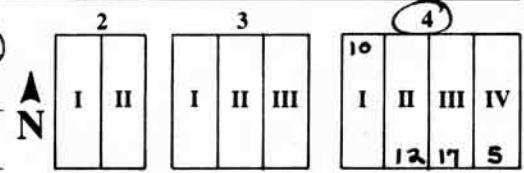
Victory Condition: **Recon player (Russ.) must Control the Primary Obj. on Defending player's board.**

Optional Rules not in play: **Interrogation   Night Rules**
Paradrops/Glider   Battle. Integ.

(board configuration diagram: boards 2, 3, 4 with 4 circled; board 2 — I, II; board 3 — I, II, III; board 4 — 10, I, II, III, IV, 12, 17, 5)

(circle Board Configuration; write in board numbers)

These forms are intended for readers desiring to utilize the ASL DYO system described in detail on pages 5-9 of this issue. Above is a sample of a completed form. Most of the entries thereon should be self-explanatory; it depicts a Russian-German action in September 1942, on the four mapboards as shown, with the Russian player required to Control building 10Z6 by the end of the ninth turn. Once both players have agreed that this scenario is playable, each will purchase his forces as described in Chapter H of the ASL Rulebook. Readers are urged to photocopy the form below for their own use.

DESIGN YOUR OWN

Theater:_____ Date:_____ Game Turns:____ BPV:____

Player Name	Nationality	Initiative	FPV	Pref. Terrain

(circle Nationality that moves first)

Weather:_____

Scenario Type:_____

Column (Table 10):_____
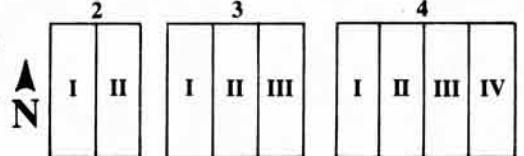
Vict. Cond. Table:_____

Victory Condition:_____

Optional Rules not in play:_____

(circle Board Configuration; write in board numbers)

THE STEPPES: KEY TO VICTORY
Playing the German in THE RUSSIAN CAMPAIGN
By Paul E. Morrison

As the German player in *THE RUSSIAN CAM-PAIGN*, it is easy at first glance to come to the same conclusion as did Chief of Staff Halder—take Moscow in 1941! It is an important rail center, the largest worker unit is located there, and the campaign rules call for its capture as a pre-requisite to victory. The shortest route to the Kremlin is through the area of Army Group Center. Therefore, why not go for the knock-out punch straight away, thereby denying your Russian opponent the opportunity of "Turning the Tide" (found in Vol. 21, No. 4 of The *GENERAL*)? While this strategy has its merits (namely, it is simple and direct), I think it is doomed to failure more times than not due to three factors in the game: time, territory and weather.

Time. The German player has at most four turns in which to achieve his goal, since an offensive cannot be maintained in the Jan/Feb 1942 turn. Furthermore, half of the time the offensive will grind to a halt in Nov/Dec 1941 if the snows come early. Any attempt to continue an offensive in the snow could leave the Germans exposed to a serious Russian counterattack from the reserves in Moscow.

Territory. First, and perhaps most important, is the distance to Moscow. The German panzers would not have any trouble reaching that goal, but the infantry surely will. Just as in the actual campaign, armor attacking without infantry support can be very costly. Another factor is the natural barriers in the path. The Dvina and Dnieper rivers form a natural line of defense for the crafty Russian player. The woods outside Moscow also offer an excellent buffer against attacks with the no retreat rule in force. With Russian reinforcements scheduled for Sept/Oct 1941, what looked like an easy goal to achieve for the German becomes an almost impossible task.

Weather. The Achilles heel of *any* German strategy in *TRC* is the weather roll. It goes without saying that the Sep/Oct 1941 die roll is pivotal. A "4", "5" or "6" and the German blitzkrieg drops into low gear. The offensive loses much of its punch with only one Stuka, and the infantry unable to keep up to support the armor. The weather forecast for Nov/Dec 1941 is even worse, a 50% chance of *no* air support and a 50% reduction in offensive strength.

There it is. A typical opening assault by the German north of the Pripet Marshes that looked so promising at the end of Jul/Aug 1941 grinds to a halt somewhere between Smolensk and Moscow. What is worse yet, while the German player was pushing for Moscow he has probably neglected the Ukraine. I would bet that Kiev would remain Russian in such a strategy. With one to three turns of bad weather, the Russian opponent will have time on his side to shore up his lines. It is the interaction of the three aforementioned factors—time, territory and weather—that makes the "Moscow in 41" strategy a long gamble. I would assess its odds of success at one out of ten against an experienced Russian player, this roughly the probability of rolling clear weather for both Sept/Oct and Nov/Dec 1941. As the German, I look for another road to victory, one with better odds.

I firmly believe that the strategic key to victory lies to the south, on the *steppes*. The German player should set his sights from the outset on the steppes, for this area contains the largest cities and the best rail network. Taking it will cripple the Russian ability to rebuild his armies and transport them to the front. If the German player can strike swiftly through the Ukraine in 1941 and 1942 before the

Russian has sufficient time to establish lines of defense, the German has an excellent chance of winning the game in 1943 or 1944.

Strategic Considerations

One could argue that if Moscow is not taken in 1941, or at least an attempt made, it will be that much harder to capture at a later date. Further, even if a 1941 drive falls short, the enemy will undoubtedly suffer serious losses stopping the German blitzkrieg. While this is all true, the German will have allowed the seeds of his own destruction to germinate on the steppes by neglecting to stamp out the worker units.

After the conclusion of the Smolensk battles in August 1941, the offensive focus of the war on the Russian front shifted to the south of Moscow beginning with Guderian's drive to the east of Kiev. Most of the campaigns and major battles of 1942 and 1943 were fought on the steppes. After the great Soviet counteroffensive during the first winter, Hitler believed that in order to defeat the Russians their major sources of supply had to be destroyed. The German player in *TRC* comes to the same conclusion, due to the importance of the worker units in the game. Left unchecked, the build-up of replacement factors from worker units will allow the Russian player to constantly replace losses.

> No matter how many men [*the Russians*] lost, there seemed always to be fresh reserves. No matter how many tanks were destroyed in battle, the next morning brought waves of tanks from a seemingly inexhaustable supply. No matter how fiercely the Luftwaffe fought in the air, the day following brought waves of new Russian fighters and ground-attack planes. No matter how many supplies were destroyed, how much artillery was wiped out or captured—there was always more.
>
> Martin Caidin, *The Tigers Are Burning*, pg. 225.

To get an appreciation of the importance of the Russian worker units in the game, examine Table 1. The Russian can get a maximum of 45 replacement factors in 1941 if no workers are destroyed. This total can increase to 131 in 1942. But the real effect will start to be felt in 1943 when the replacement rate is doubled in the May/June turn. The total for 1943 can be 215. For 1944, the potential rises to 282! This is a rather sobering statistic for any German player. To counteract this, worker units must be methodically sought out and eliminated in 1941 and 1942 so as to minimize the Russian replacement rate later in the game. Failure to do so will allow the opponent to launch "steam roller" offensives later in the game with reckless abandon. Having the ability to replace three to six armies *every* turn will simply allow the Russian to accept numerous low odds attacks. The German cannot possibly win such a war of attrition.

The Steppes Strategy

Having established the riskiness of a "Moscow in 41" strategy and the importance of destroying worker units early in the play, how should the German open the game? Of the 11 worker unit factors the Russian has to start the game, six are in the steppes. Further, new workers in 1942 are likely to show up on the steppes as well (e.g., Voronezh, Saratov, Stalingrad, Rostov and Astrakhan). These are all major cities that double the

strength of any defenders. The German player should shift some of his armored units from Army Group North and Army Group Center to the south and use two Stukas to blow holes in the Russian front lines. Granted, any units so transferred will not be able to attack on the first impulse, but they will be in a position to exploit the openings from the first impulse attacks against the Odessa Military District.

The minimum objective of this opening assault is Kiev. It must be taken by Sept/Oct 1941 at the latest. (Interestingly enough, Kiev is vulnerable on the second impulse of the first turn, although unlikely against any experienced Russian player.) A more successful start would also see Kharkov fall. Stalino would be a great bonus, but that will probably require clear weather in Sept/Oct. Combined with some successes to the north (i.e., the fall of Leningrad), the Germans should have a shot at knocking out three worker units worth six replacement factors by the end of 1941. That may not seem like a lot, but it will pay dividends later.

After the first winter, the Russian player will have consolidated his forces into reasonable lines of defense along rivers and around woods and cities. He will begin to develop some offensive punch with the arrival of the Guards units. But he is still too weak to sustain an offensive drive or attack in strength in more than one area. The German will still control the offensive initiative in the game. Where should his effort be directed in 1942?

Before answering, let's examine the likely condition of the German forces. They will have suffered some infantry exchanges and soak-off losses no doubt, perhaps even a panzer unit. However, with the reinforcements that arrive in the first few turns and the 1942 replacements, the German army should be at nearly full strength. The problems may be reduced to a few thorns in their collective side. If the German player pursued an aggressive blitzkrieg offensive in 1941, he may have left some isolated pockets of resistance behind, particularly if there was snow in Nov/Dec 1941. Any Russian forces behind the German front lines must be eliminated at first thaw so as to free up rail lines and prevent any embarassing suicide attacks from the rear.

By May/June 1942, the German should have his house in order and be in good shape to drive forward, with two Stukas left to spearhead. In occupying Kiev, the German now controls the central portion of the mapboard. For 1942, this position must be extended east with the goal being to split the Russian forces in two. By taking Voronezh and hex Y8, this can be accomplished. In the process, the Russian's last north/south river defensive line will also be penetrated. Supplemental drives should aim for Bryansk and Rostov. Each has its own strategic significance, but they also serve the purpose of protecting the flanks of the operation towards Voronezh.

If all goes according to plan, the German player should have Voronezh firmly in hand by Sept/Oct 1942. He will then be in a central position to drive north, east or south. Which way he goes will vary greatly depending on the circumstances of each game, but there are some relatively constant territorial factors to consider: In the north, Archangel will be contributing three to four replacement factors per turn (on average) and in all likelihood there will be a worker unit placed there as well. Too, Stalin usually flees there if Moscow is threatened. Between Archangel and Voronezh lies Moscow; its impor-

Table 1
Reinforcement and Replacement Factors

Turn	German Reinf.	German Repl.	German Total	Russian Reinf.	Russian Repl.	Russian Total
May/Jun	—	—	—	—	11	11
Jul/Aug	24	—	24	20	11	31
Sep/Oct	10	—	10	61	11	72
Nov/Dec	8	—	8	54	12	66
Total 1941	42	—	42	135	45	180
Jan/Feb	—	—	—	4	19*	23
Mar/Apr	—	—	—	23	20	43
May/Jun	15	45**	60	13	22	35
Jul/Aug	7	—	7	12	23	35
Sep/Oct	2	—	2	15	23	38
Nov/Dec	—	—	—	15	24	39
Total 1942	24	45	69	82	131	213
Jan/Feb	13	—	13	12	24	36
Mar/Apr	7	—	7	7	25	32
May/Jun	13	51**	64	8	25	33
Jul/Aug	1	—	1	12	47***	59
Sep/Oct	4	—	4	8	47	55
Nov/Dec	1	—	1	8	47	55
Total 1943	39	51	90	55	215	270
Jan/Feb	—	—	—	—	47	47
Mar/Apr	—	—	—	—	47	47
May/Jun	(13)	59**	46	—	47	47
Jul/Aug	4	—	4	—	47	47
Sep/Oct	—	—	—	—	47	47
Nov/Dec	10	—	10	—	47	47
Total 1944	1	59	60	—	282	282

*: Archangel die roll starts; assume average die roll of 3
**: Estimated maximum.
***: Replacement factor rate doubles.

Table 2
Worker Units: Hypothetical Play
Number of Factors

Turn	Added	Location	Destroyed	Location	Remaining	Total Elim.
May/Jun	11	At Start	—	—	11	—
Jul/Aug	—	—	2	Kiev	9	2
Sep/Oct	—	—	2	Kharkov	7	6
Nov/Dec	1	Saratov	2	Leningrad	6	12
Total 1941	12		6		6	12
Jan/Feb	4	Archangel Stalingrad Voronezh	—	—	10	18
Mar/Apr	1	Gorki	2	Stalino	9	26
May/Jun	2	Astrakhan	—	—	11	34
Jul/Aug	1	Kalinin	1	Voronezh	11	43
Sep/Oct	—	—	—	—	11	52
Nov/Dec	1	Tula	1	Saratov	11	62
Total 1942	9		4		11	62
Jan/Feb	—	—	—	—	11	72
Mar/Apr	1	Krasnodar	—	—	12	82
May/Jun	—	—	1	Tula	11	104
Jul/Aug	—	—	3	Moscow	8	132
Sep/Oct	—	—	1	Kalinin	7	162
Nov/Dec	—	—	—	—	7	192
Total 1943	1		5		7	192

tance has already been discussed. To the east lie two major cities: Gorki and Saratov, both likely homes for worker units. To the south are more major cities: Stalingrad and Rostov. Even farther south are the oil fields of the Caucasus Mountains; another worker unit can be expected in Astrakhan.

If the German has lost two or more armored units on the drive to Voronezh and there are workers remaining anywhere on the steppes, then a drive south may be the way to go. On the other hand, if the German has planned his attacks well and has had good die rolls, he will not need the additional oil wells. The Russian player may have reacted to the drive through the steppes and placed worker units farther north in Tula and Kalinin. If so, then it is time to consider turning to the north for the knock-out punch.

As stated above, the situation will dictate what to do next; however, one thing that the German must understand is that this is an either/or decision. He will have neither sufficient forces nor time to mount two separate drives in opposite directions. Besides being in a central position at Voronezh, the other factor still allowing him the offensive initiative is the concentration of power to break through at will, with the aid of Stukas of course. He should never dilute this strategic advantage by splitting his own forces after having accomplished the same against his opponent.

Having outlined the "Steppes strategy" above, what numerical impact can it have on the game? How many worker units will be eliminated? Table 2 attempts to demonstrate the effect of this strategy. The placement of workers reflects the *likely* Russian reaction to a thrust by panzers through the steppes. Worker units worth "2" are placed to the extreme north and south. Lesser worker units are first placed in major cities, and then in minor ones. Worker units destroyed in the table follow the pattern outlined here, with a final push in 1943 aimed at Moscow.

The conclusion from Table 2 is not that 15 worker units could be destroyed by the end of 1943. Much more important is the ripple effect of worker units destroyed early in the game (i.e., the cumulative total number of factors eliminated from play). By way of example, say that Kiev is cleared in Jul/Aug 1941; two factors are lost not only that turn, but every turn thereafter. A total of 38 factors removed from the Russian for the destruction of one worker unit! And remember the rate is doubled beginning May/June 1943. The right-hand column tells the complete story: a successful Steppes strategy can eliminate 192 replacement factors through 1943. That is the equivalent of 35 to 45 armies!

Conclusion

The German player in *THE RUSSIAN CAM-PAIGN* cannot make the same mistakes as his historical counterparts and expect to win. Hitler and the OKW staff wanted to make drives to the extreme south and north when they invaded Russia. Halder and the OKH staff lobbied for a single thrust in the center towards Moscow. What resulted was a compromise. "In a real sense, it can be said that the German Army had no strategic guidance in 1941." (Bryan Fugate, *Operation Barbarossa*, pg. 301) Germany was unable to concentrate sufficient forces for a strategic victory in 1941. In *TRC*, the German player must develop a centralized strategy and aggressively pursue it while minimizing his losses. Russian worker units must be taken into account in the mathematics of the campaign. Otherwise, history is likely to be repeated.

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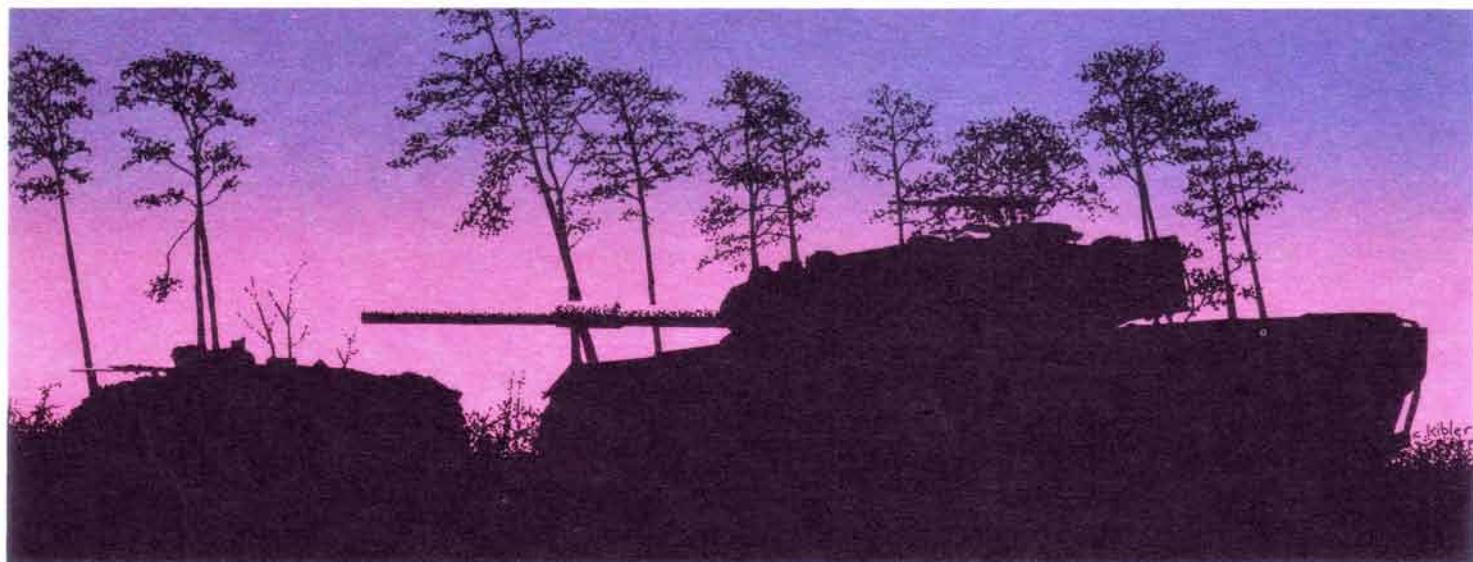
THE PACT
Central European Conflict and FIREPOWER
By James P. Werbaneth

The Warsaw Treaty Organization (WTO) is far from simply the Soviet bloc equivalent of the North Atlantic Treaty Organization (NATO). It is one of the primary instruments employed by the Soviet Union for the advancement of its most important foreign and military policies. To suggest that the WTO exists to defend the USSR and its Communist clients is partially true, but ignores its critical offensive purposes.

Despite Communist claims of a "fraternal socialist community" in Eastern Europe, the alliance created through the Warsaw Pact carries within itself the seeds of crippling discord, if not outright rebellion against the Soviet way. It is not a community of comradely states working together for common security and the advancement of international socialism. It is a *military* alliance, formed by the Soviet Union for Soviet purposes, of countries with numerous historical animosities towards each other as well as toward Marxism-Leninism and the Russian nation. The twentieth century is the century of nationalism, and exclusivist nationalism is incipient in almost every WTO member. In the case of Romania, a Communist government has used resurgent nationalism and an absence of Soviet garrisons to assert a surprising independence from the USSR.

In addition, the WTO's superficial superiority in terms of ground forces over NATO does not necessarily translate into corresponding actual military power. Serious systemic and technological shortcomings combine with a superior NATO ability to wage a protraction war to make the WTO a less than overwhelming force.

INTERNATIONAL RELATIONS

The Warsaw Pact was initialled in the Polish capital on 14 May 1955, one day before the USSR signed the treaty restoring the sovereinty of Austria and obligating the withdrawal of Soviet military units from Hungary and Romania. The Pact's original signatories were the USSR, the German Democratic Republic (East Germany), Poland, Hungary, Romania, Czechoslovakia, Bulgaria and Albania.

The alliance's membership has remained constant but for the withdrawal of Albania, a country with a repressive and Stalinist domestic system and a foreign policy that has been both xenophobic and militantly isolationist. In October 1961 the Albanians refused to send representatives to the WTO's Political Consultative Committee because that country's leader had been attacked by Nikita Krushchev. Albania made its withdrawal formal in September 1968 in response to the invasion of Czechoslovakia by Soviet forces with token WTO assistance.

Any analysis of the WTO must take into account the two factors manifested in Albania's dispute with the USSR and the WTO, and its opposition to the invasion of Czechoslovakia to suppress a regime that, from the Albanian perspective, was dangerously revisionist. First, historically Eastern European states have been the subjects, not the actors, in European competition and conflict. Foreign policy and war were done "to" Eastern Europe, not initiated by it. Second, in spite of a popular image of Eastern European homogeneous blandness, the region's peoples are a diverse and heterogenous lot, with many intra-mural disputes and animosities. Without the continued overlordship of a Soviet Union intensely interested in maintaining Eastern European cooperation and "friendship," the junior members of the WTO would be a quarrelsome assortment of nations more interested in multilateral competition and the settling of old grudges than in any sort of cooperation. In addition, the peoples of almost all Eastern European countries harbor deep grievances toward either or both the USSR and Imperial Russia. Russia has been a most important actor in Eastern Europe for centuries, and its role as a conductor rather than a subject of foreign ambition has caused very deep and widespread resentment.

Some of the animosities between Eastern European nations are very deep-seated. The most serious is that between Hungary and Romania. Seeing itself as the guardian of ethnic Magyars stranded in Yugoslavia, Czechoslovakia and Romania by the territorial settlements following World War II, the Communist government of Hungary strenuously objects to the perceived mistreatment of Hungarians in Transylvania by the Romanian government. The nationalistic Romanians resent the protests of their traditional adversaries and intensely try to force the Transylvania Magyars to assimilate into the Romanian culture. This only intensifies Hungarian complaints, thus feeding a vicious circle.

The Hungarian-Romanian feud is so serious that cooperation between the two countries was erratic during the 1970s, and a personal animosity has grown between Communist Party leaders Janos Kadar of Hungary and Nicolae Ceausescu of Romania. A dispute that dates back to the days of the Austro-Hungarian Empire, when Romanians were a culturally persecuted minority in a Transylvania ruled from Budapest, continues to show that nationalism is a force to be reckoned with in Eastern Europe in the 1980s.

A second, less intense feud is that between Poland and Czechoslovakia. Polish officers who participated in the 1968 invasion of Czechoslovakia expressed a belief that the Czechs deserved to suffer, as Poland had suffered more under Nazi domination. Others were unhappy that the Czechs, to the Poles' view, were insufficiently hostile toward the Russians, whom the Poles generally despise. This is a strange attitude for men who obeyed the orders of Russians to enforce an ideology, Marxism-Leninism, that is as hated among Poles as is Russia. But when nationalism presents some of its more unpleasant and exclusivist aspects, logic can take an extended vactation.

Most members of the WTO, including the Soviet Union, bear emnity toward the German nation, now represented in the Soviet bloc by East Germany. Prussia and Germany were, like Russia, energetic and ambitious actors in Eastern Europe even before the Hitler era. Both Poland and Czechoslovakia, despite the views of some Polish Army officers in 1968, suffered during Nazi occupation. Though they were allies of Germany in World War II, Hungary, Romania, and Bulgaria were ravaged during the closing stages of the war, when Hungary opted for belated (and unsuccessfully implemented) neutrality, and Romania switched to the Allied cause.

The Eastern European country with the greatest hostility toward Germany is, of course, Poland. A heritage of Prussian and Imperial German ambition toward their country has done nothing to endear the Germans to the Poles. The Polish experience dur-

ing World War II cemented Germany into the Polish mind as a villain. The Polish and Russian nations do not agree on much, but they concur on their hostility toward and deep distrust of the Germans.

Of course, there are traditional national animosities within the NATO alliance, including that between the French and Germans. But only that between Greece and Turkey is comparable to the norm in the WTO. Were it not for the Soviet Union's preponderance of power in Eastern Europe, it is highly probable that Hungary and Romania would have gone to war sometime after World War II over Transylvania.

Nationalism is not the only force that hinders sincere regional cooperation in Eastern Europe. Communism was installed in every country but Czechoslovakia (which was taken over the *coup d'etat* in 1948) by Soviet armies. Prior to the war, every country except Czechoslovakia had a traditional social order and largely agrarian economy that had not fostered the growth of Communist parties or sympathies. Thus the postwar "baggage train" governments were basically foreign heads grafted onto the body politic. Only in Bulgaria, alone in its historical affinity for Russia, did they rely on anything besides Soviet military strength.

Poland is justifiably fixed in the American popular mind with anti-Communism. During Poland's war with the USSR after World War I, the Polish Communist Party advocated reabsorbtion of the new Polish state by the newly formed USSR, thus not only identifying itself as an agent of the hated Russians, but attempting to thwart the most dearly held goal of Polish nationalism. The Poles never forgot. In addition, in Poland the Catholic Church is one of the clearest and most respected institutions of nationalism. The atheism of Marxism makes it both heretical and doubly anti-nationalistic.

Czechoslovakia was the only Eastern European country to maintain a workable democracy between the breakup of the Austro-Hungarian Empire and the Hitler's earliest territorial seizures. Prior to Czechoslovakia's creation, Bohemia and Moravia were industrialized, secular, and receptive to political pluralism. After the merger of the Czech and Slovak nations into a single state, Czechoslovakia had a multi-party political system with a large and legal Communist Party. But after 1948, it was clear that Czechoslovakia was no more receptive to the reality of Communists in power than was Poland. With its tradition of intellectual freedom and political tolerance, the people were offended by the repression and dogmatism of Stalinism.

In 1968 the Communist Party of Czechoslovakia attempted to form "socialism with a human face," as it called Marxism adapted to the country's tolerant and pluralistic heritage. The apparatus of repression and censorship was curtailed, former abuses of power were publicly acknowledged and punished, and some degree of political debate was allowed. This was coupled with frequent government declarations of friendship with the USSR, continued adherence to the Warsaw Pact, and commitment to the Soviet Communist cause. But the Soviets found a liberalized Czechoslovakia too much to bear and invaded the country to install a government more to its liking. The Czechs and Slovaks resisted passively and the NATO governments said that "they were very angry".

The Hungarians were a very nationalistic people at the end of World War II, as they are today. For Hungary, the Communist siezure of power meant not only Communization of the society and culture, but Russification. Streets formerly named for Hungarian heroes suddenly bore Slavic names. Russian literature was taught in the schools even as Hungarian literature was suppressed, an infuriating policy in a country in which the language is a primary vessel of nationalism. Supporting the Communization and Russification of Hungary was perhaps the most efficient and barbaric totalitarian

security apparatus in Stalinist Eastern Europe. Because of its affronts to nationalism, the Hungarian party found itself relying on fear to maintain power.

But all came apart upon the death of Josef Stalin in 1953 and the victory of relative liberals in a long power struggle in Hungary. In 1956 there was a revolution against Stalinism, the security apparatus, Russification, the USSR, and the Warsaw Pact alliance, from which the revolutionary Communist government of Imre Nagy withdrew. The Soviet Union flooded Hungary with troops, put down the revolution, and disposed of Nagy.

Hungary remains in the WTO today. The man placed in power by the Soviets, Janos Kadar, has managed to purchase some legitimacy through careful liberalization and the institution of a remarkably affluent and efficient economy that relies upon a limited free market. The trauma of the 1956 revolution was so severe that it is doubtful that the Hungarians will even be tempted to take up arms against the Soviets in the foreseeable future. But the Soviet troops who remain in the country are social untouchables who are never seen in public unless in groups. Hungarian nationalism is such that Hungary's fraternal allies are lepers.

Only an unrealistic observer would suggest that the twin forces of nationalism and traditional anti-Communism will pull the WTO apart in the foreseeable future. One must not ignore the economic and military power of the USSR. But the Warsaw Pact and its ensuing web of bilateral treaties have created an alliance that nationalism and hostility toward Soviet-led socialism certainly do not help.

The Soviet Union had two purposes when forging the Warsaw Treaty Organization. The most obvious was to form a counterweight to the NATO alliance. The second, far more deeply rooted in the tradition of European conflict, was to prevent the resurgence of Germany.

Of all the parties to the Warsaw Pact, none surpasses the USSR in distrust of the Germans. The history of Soviet Communism is inexorably tied to German invasions of Russia. In World War I, German armies so weakened Russia's society and armies that the Bolsheviks were the closest that the country had to a government by the end of 1917. The second invasion of the century in June 1941 was the advent of a nightmare that few Americans have had the capacity to understand. A German invasion was partially responsible for bringing the Communists to power, and another very nearly destroyed the USSR. It is little wonder that the Soviets are collectively frightened by the prospect of any kind of German resurgence.

The USSR's government and Party were extremely uncomfortable when the United States and its NATO allies moved toward rearming the Federal Republic of German (West Germany) at the close of the 1940's. When the USSR saw a rearmed through truncated Germany rising only a few years after the close of World War II, its leaders must have been genuinely alarmed.

An agreement was reached by NATO's members in October 1954 to allow a rearmed FRG to join the alliance. The WTO was formed only seven months later, six years after the formation of NATO. It is clear that the Soviet Union, the indisputable overlord of Eastern Europe, feared the potential power of West Germany more than it feared the actual combined power of the United States and its European allies. The Warsaw Pact was the centerpiece for a foreign policy that aimed at preventing a recurrence of *Barbarossa*.

In 1955 the USSR wanted a shield. It constructed one out of the quarrelsome, nationalistic, and frequently anti-Communist nations and states that wartime agreements and the disposition of forces at the conclusion of World War II had given it. It orchestrated an alliance—upon which it felt that it might have to trust its future—out of states that could

barely be civil to each other, in some cases, and whose populations frequently saw communism and Russia as national anathema. The WTO is founded upon Communist Eastern European governments, which are in most cases alien polities in the countries that they govern.

It is hardly surprising that the Warsaw Treaty Organization functions as an enforcer of Communist discipline. The invasion of Hungary was an entirely Soviet operation, possibly because Poland also saw anti-Soviet and anti-government upheavals in 1956, and the GDR had experienced serious problems in 1953. The Soviets seemed to be frightened that intervening WTO units would carry the Hungarian virus home with them.

But the next time that the USSR invaded an ally to enforce comradely discipline, it was in the context of its alliance, and it was justified by the sweeping Brezhnev Doctrine. The Brezhnev Doctrine states that whenever a socialist state (i.e., Soviet bloc Communist) exhibits signs that it is backsliding from socialism, its fraternal allies have the right to do whatever is necessary, including the use of force, to restore its ally to the proper, progressive path and remedy it of its errors, therefore saving it from itself.

The WTO enforcement function and the Brezhnev Doctrine came into play in 1968, when the WTO "saved" Czechoslovakia from "socialism with a human face". If not for General Wojciech Jaruzelski's coup in Poland in December 1981 and its attendant crackdown on *Solidarity*, it is extremely probable tha the Poles would have received the same sort of mail-fisted "assistance".

Not all members of the WTO endorse its enforcement function. Romania emerged in 1968 as a strident critic of the Czechoslovakian invasion and the Brezhnev Doctrine, despite its own exceedingly rigid domestic policies. Not only did Nicolae Ceausescu refuse to send a Romanian contingent to Czechoslovakia, but he publicly vowed that any such invasion of his country would be met with force. Whereas the Czechoslovakian army stayed in its barracks, Romania's would meet the Soviets at the border. Consistent with this stand, Romania opposed WTO intervention in Poland in 1982.

Since then, Romania has continued to be a dissident member of the Communist alliance. It has prohibited WTO forces from exercising on its soil, allowing only map excercises in Bucharest. The Soviet military mission in the Romanian capital has been cut to a handful of officers. In addition, Romania has flouted Soviet foreign policy by openly courting China, torpedoeing Soviet-endorsed economic proposals in the Council for Mutual Economic Assistance (CMEA or COMECON), and sending athletes to the 1984 Olympics.

MILITARY POWER

Determining the military power that the WTO can bring to bear against its primary target, West Germany, is more a matter of making educated guesses than precise calculations. Since no war has ever been fought between forces of the size and mobility of those of NATO and the WTO, there is no valid point of reference in recent wars. The Vietnam War and that in Afghanistan have been struggles between a modern, mechanized and airmobile force with copious air and artillery support against weaker, less technological opponents without withering fire support, and given to guerrilla warfare instead of conventional strategies of position and attrition. The Falklands War of 1982 was fought between forces of comparable technology and doctrine. But the comparison is invalid, as the issue was decided by air and naval forces, not ground units, as would probably be the case in a European war. Argentina lost *Las Islas Malvinas* when it became clear that the Royal Navy was not going to steam back to Portsmouth; in effect, the land war was an anticlimax.

The various Arab-Israeli wars in 1967, 1973 and 1982 were decided largely by ground combat between mechanized forces, but any comparison with World War III in Europe would nonetheless be spurious. With the exceptions of the battles on the West Bank of Jordan in 1967 and the Israel invasion of Lebanon in 1982, the battleground has been for the most part sparsely inhabited desert and mountains. By contrast, West Germany is a densely populated and well-watered country with a great many cities and towns, large tracts of forest, and a highly developed network of highways. Fighting in the Federal Republic would be much more like fighting in New Jersey than in the Sinai or on the Golan Heights.

Furthermore, the frontage and scope of a war for West Germany would be far wider than any fought between Israel and its Arab neighbors. The border that West Germany shares with the GDR and Czechoslovakia is much longer than the Suez Canal or Israel's northern frontier. The ground forces available to the European alliances are correspondingly larger.

The German theatre of operations has more geographical divisions than any site of the Arab-Israeli wars. For example, the Sinai is basically a large desert, with a mountain range in the center than channelizes military movements to either side and through passes such as the Mitla. The Mt. Hermon-South Lebanon-Golan front is a long stretch of upland terrain anchored at each end by the Mediterranean and the Jordan Valley.

The border between West Germany and its neighbors is of several geographical types. From the Danish border south to the state of Hesse is the North German Plain. This is part of an enormous plain that stretches from northern France, across northern Germany and Poland, and deep into the USSR. In past wars this flatland has been a veritable speedway for invading armies in all four countries, especially mechanized formations. The only significant obstacles on the North German Plain between the GDR and the Rhine are a few rivers and the area's population centers.

South of the North German Plain is the Fulda Gap. In this region the East German border runs parallel with the Fulda River in the FRG. On the western side of the frontier is land somewhat more broken and advantageous to the defense than the North German plain and affording access to the junction of the Main and Rhine rivers. To the south is the mountainous state of Bavaria. Unlike the sere ranges of the Sinai and Lebanon, the Alps and adjacent ranges are well-watered and heavily forested.

Thus the German front of NATO is much longer and more geographically complicated than either Israeli's northern or southern front. It would be much more difficult for the attacking alliance to gain the sort of decisive victory applicable across the entire front that Israel was able to secure crossing the Suez Canal in 1973. The probability of a single decisive victory in Central Europe is further diminished by the quantitative superiority of the WTO's ground forces and the qualitative superiority of NATO's, which would probably offset each other.

One of the most important factors that would distinguish World War III from any fought to date between Israel and its neighbors is the presence of nuclear weapons. The tactics and strategy of the Arab-Israeli wars were not affected by the threat of either side to employ nuclear arms against population centers or against mobile ground formations. Egypt was able to attack in the Sinai in October 1973 without the worry that Israeli bombers would obliterate Cairo and Alexandria, and Ariel Sharon was able to consolidate his bridgehead on the Suez free of the threat that a single Egyptian air or missile strike would destroy his division.

No WTO or NATO head of government or military commander of any rank will be similarly free of the nuclear threat. The use of nuclear weapons by either or both sides is a distinct possibility. Because of the possibility of escalation after the use of even the smallest device, enemy employment of nuclear arms against population centers will be the Damocles' sword hanging over the heads of all belligerents.

It is nearly certain that a war for Germany would be basically a land war decided by combat between mechanized ground units. Naval and airpower might be decisive in secondary theatres such as Scandinavia, the North Atlantic, or Cuba. But these assets would most probably play a secondary role to the armored and mechanized infantry units in West Germany.

The USSR and its Warsaw Pact allies have assembled mammoth and entirely mechanized forces with which to confront NATO. Soviet units are stationed in four Eastern European states. The Northern Group of Forces has its headquarters at Legnica in Lower Silesia and consists of the two Soviet divisions in Poland. The Southern Group of Forces is headquartered at Tokol, near Budapest, and consists of the four divisions garrisoning Hungary. The five Soviet divisions in Czechoslovakia are under command of the Central Group of Forces, with its headquarters located at Milovice. Not surprisingly, the largest garrison is the Group of Soviet Forces in Germany, with nineteen divisions in the GDR and its headquarters at Zosen-Wuensdorf, near Berlin.

Poland, Czechoslovakia, Hungary and East Germany spend very little of their budgets on their military establishments. As of 1981, Hungary was spending only 2.5% of its gross national product on its armed forces, the lowest of any member of the WTO likely to fight in Germany. The highest rate of spending was that of the German Democratic Republic, which spent 6.3% of its GNP on military expenditures. This is still far less than the 39.1% of its own GNP allocated by the USSR to its military budget. Thus the largest share of the economic burden of maintaining the WTO alliance is borne by the Soviet Union.

Nonetheless, the armies of Poland, Czechoslovakia, Hungary and East Germany are surprisingly large and diverse. Poland has five tank divisions, eight motor rifle (mechanized infantry) divisions, and one division each of airborne and marines. In 1978 the Czechoslovakian army had five tank divisions, and equal number of motor rifle divisions, and a single airborne brigade. In the same year Hungary had two tank divisions and four motor rifle divisions, as did the Volksarmee of East Germany. On the other hand, the Soviet Union keeps ground forces in the GDR over three times the size of the Volksarmee. Not only is the GDR a strategic springboard against the west, but Russians can seemingly never entirely trust Germans with guns.

The forces that the WTO fields around West Germany are huge. They are so far in excess of the forces under NATO that only the most obtuse observer or the most determined apologist for the Soviet Union could seriously say that they are in place only for defensive purposes. On paper, the Warsaw Pact countries have a terrifying amount of military power.

But there are important factors that significantly reduce the amount of power available to the USSR should it wish to lead an attack on the FRG. First of all, not all of the Eastern European divisions are automatically available to the WTO command structure, which is a virtual annex to that of the Soviet Army. Under the WTO's command are the Soviet divisions in Eastern Europe and the East German army. All other units of the other Warsaw Pact signatories remain under the control of their countries' defense ministers, who alone have the authority to place their units under WTO command.

Eastern Europe may be under Soviet domination and its governments and military organizations under the control of committed Marxist-Leninists, but there is no guarantee that any non-German military unit will be committed to a war for West Germany. Even the normally supine government of Erich Honnecker has expressed signs of dissatisfaction with some aspects of Soviet foreign policy, particularly in the area of intermediate-range nuclear weapons. In Poland, the military executed a coup in December 1981 to take power from a demoralized and ineffectual Communist Party, a bizarre inversion of the Marxist-Leninist ideal. The Polish army's assertion of power over the Party may have made it determined to avoid reverting to Party control.

When the ever-present factors of nationalism and incipient anti-Russian and anti-Communist sentiments are taken into consideration, the probability decreases that appeals to Communist ideology and regional solidarity would automatically result in the passage of all Eastern European forces from local to Soviet control. The imagination strains at the thought of Germans, Poles Czechs, Hungarians and Russians effectively cooperating in anything so dangerous, dramatic and nationalism-inflaming as a war.

Should the WTO go to war, Germany must be its primary theatre of operations. But there would be other areas of contention that will draw away Soviet military power that would otherwise be available to reinforce units beginning the war in Eastern Europe.

Russian ambitions toward the Bosporus and Istanbul date back to the eighteenth century. Because of the historical importance placed upon the straits and access to warm-water ports by both Imperial and Communist governments, a secondary front against Turkey and Greece is a certainty. Soviet forces would be employed in eastern Turkey, and the employment of at least one airborne division is highly probable.

The Soviet Union could count on Bulgarian participation against Greece and Turkey. Bulgaria's government is the most supine in all of Communist Eastern Europe. In addition, the USSR has nothing to fear from the incitement of Bulgarian nationalism. Bulgaria has close linguistic and cultural ties with Russia, and Bulgaria owes its salvation from Turkish rule and the country's relief from virtual Turkish anti-nationalist reprisals to the intervention of the Czar's army in the Russo-Turkish War in 1877-1878. In addition, there has been little love lost between the Bulgarians and the Greeks. If called upon to do so, the modern state of Bulgaria would probably be only too happy to help its traditional friend kill its traditional enemies.

Romania is a far different case. It is extremely doubtful that Romania would join the WTO in any war against any conceivable enemy. In fact, it is quite probable that the Romanian government would try to take advantage of Soviet distractions in wartime to secure the country's status as an independent center of Communism similar to Yugoslavia.

If the USSR establishes a secondary front in Scandinavia, it would be primarily an air and naval war, with possible employment of Soviet and Polish marines and paratroopers. Action on a Scandinavian front would do little to syphon WTO ground forces from a main drive in Germany.

The efforts to defend the USSR's friends in the Western Hemisphere would take even less attention, as the defense of Cuba and Nicaragua will be nearly impossible. Both countries are in the immediate proximity and historical sphere of influence of the United States, which could bring overwhelming air, naval and land power to bear in the Caribbean. The Soviets would not be tempted to commit resources required in Europe to a hopeless cause in Cuba and Nicaragua.

The areas that threaten to divert the greatest Soviet land forces are Afghanistan and China. Afghanistan continues to be a festering political and military sore

in the underside of the USSR. If the *mujahadeen* are still in the field at the time of a WTO attack on West Germany, the United States would be freed of peacetime restraints and could pour material and Special Forces and CIA advisors into Afghanistan. What is now a perplexing problem could suddenly become an insoluble mess for the Soviets. If Afghanistan has been pacified by Soviet arms, a new rebellion could be incited. Considering that Coca Cola trucks traveling near the Pakistani-Afghan border had been painted Islamic green because *mujahadeen* like to shoot at the color red, this would take little effort.

If any nation frightens the Soviets nearly as much as do the Germans, it is China. A deep rift has run between the two giants of Communism since the early 1960s. In 1969, the USSR and the Peoples Republic of China's rivalry turned violent with a series of sharp border clashes. Ten years later, China attacked Vietnam, a Soviet client, to punish it for the Vietnamese invasion of Kampuchea (formerly Cambodia), China's genocidal client. Since then, attempts to foster better relations between the USSR and China have been largely unsuccessful.

The Chinese continue to be bitter about their treatment in the nineteenth century at the hands of the great powers, including Russia. The Soviets fear China's enormous population and potential for economic and military power should its population become an asset rather than a burden. In addition, they are puzzled by Chinese culture and bear some strikingly racist attitudes toward the Chinese, who reciprocate in kind.

The Soviets do not feel that they could strip their defenses on the border with China for any reason. They see the Chinese as the "yellow horde", ready to move north and west as did the Mongols under Ghenghis. In fact, it is quite possible that China would take advantage of diverted Soviet attentions to try to recover territory lost to the Czars in centuries past. Unless there is a dramatic and improbable Sino-Soviet rapprochement, China will continue to tie down substantial Soviet forces.

The USSR has some non-strategic problems that adversely affect its military stance and that of its allies. The Soviet army is one in which every significant formation is mechanized. As the armies of Eastern Europe have been created in the image and likeness of that of the USSR, they are equally mechanized. But the hardware with which the USSR expects its troops to fight and to be transported into battle is most untrustworthy.

Soviet-built tanks are less than ideal fighting machines. The interior is cramped and hot, diminishing crew effectiveness with extended use. The engines are generally unreliable and underpowered. The newer main guns are smooth-bore. This gives them high muzzle velocity but drastically reduces their accuracy.

The T-64 has a feature that makes it particularly unpleasant in which to fight. It has an automated gun loader that is designed to latch onto a shell with a mechanical arm, which then puts the round into the breech. Unfortunately, this device has shown a danger to grab the gunner's arm or leg instead of the shell and slam that into the gun. There are indications that mechanical gun loaders have been discontinued. But if this is the case, then the gunner will have to do the job of loading himself, keeping all of his limbs but decreasing the gun's range of fire.

The USSR's infantry fighting vehicles are similarly poor. The BTR-60 is powered by a pair of underpowered gasoline engines that must work in perfect synchronization to drive the vehicle. If the delicate system breaks down, as it does regularly, it must be disconnected and the twelve-ton BTR-60 powered by a single ninety-horsepower engine. Furthermore, its armor is thin and its gasoline fuel highly flammable. It is no wonder that Soviet

soldiers call the BTR-60 the "coffin on wheels".

To list the human deficiencies of the Soviet army would require many pages. Suffice it to say that the enlisted ranks are filled by underpaid, underfed conscripts with perpetual morale problems. Discipline is insufficient to maintain the authority of officers and NCOs, the latter of which lack the professionalism to receive the respect of the lower ranks. Vital items of equipment frequently find their way onto the black market, and though consumption of alchohol is officially proscribed, alchoholism is as much a problem for the army as it is for the Soviet society as a whole.

Soviet officers often lack the outlook and skills needed for the type of fast-moving, aggressive war called for by Soviet and WTO doctrine. The Soviet army gives lip service to the concept that even junior officers must have the individual initiative to take risks. But such initiative is routinely suppressed among officers, as it is in Soviet society, breeding an overly cautious, somewhat bureaucratic sort of "military manager" in place of leaders. In addition, Soviet army officers often lack such basic military skills as the ability to read maps.

A problem that could greatly retard Soviet attempts to reinforce a WTO offensive lies in the USSR's reliance upon unreliable reservists. Less than a third of all Soviet divisions are fully manned and equipped. Most of the rest have, at best, the bulk of their equipment and half to two-thirds of their authorized manpower. In the event of war, these divisions would have to be brought up to strength by the recall of discharged veterans.

But military skills deteriorate with disuse, and most countries periodically recall their reservists in to retain and sharpen their skills. This practice is nonexistent in the Soviet military. A Soviet soldier has the one uniform that he is issued upon conscription, and he is expected to keep it ready in case his country calls him up for emergency service. This is the total extent of his preparation for recall. Not only does the Soviet conscript suffer from a lack of realistic training, he has no opportunity to practice what skills he does have until it is too late. In addition, one can imagine the difficulty of taking a veteran who has not served in several years, and trying to squeeze him into the uniform that he wore at the age of eighteen.

Soviet reservists are recalled only when the USSR needs to fill out its second echelon divisions for operations outside the country's borders. Three recalls have occurred in modern history, and in each the results were predictable and embarrassing to the Soviet military system.

The first recall occurred in July 1968, when the Soviets were determined to invade Czechoslovakia for the purpose of enforcing the Brezhnev Doctrine and WTO discipline. The Soviet columns that entered the country got lost, ran out of fuel and food, and got stuck in enormous traffic jams that would have been prime targets for airstrikes in any real war. If the Czechoslovakian army had been willing to fight, the Soviets would have been embarrassingly bloodied.

A second call-up took place in 1979 for the invasion of Afghanistan. The Asians recalled for the operation were not only shoddily trained and poorly motivated soldiers, but were politically troublesome as well. This was because they were co-religionists and often belonged to the same ethnic groups as the *mujahadeen* whom they were supposed to fight. They were observed passing ammunition and possibly even their weapons to Afghans. The performance was so poor that since March 1980, the Soviet forces in Afghanistan have consisted almost entirely of the slightly more proficient and reliable Slavs.

The third recall demonstrated even further the shortcomings of the Soviet system. In the winter of 1980, the Soviet Politburo authorized mobilization to take care of the USSR's problem with Poland

and *Solidarity*. Reservists were called up in the Carpathian, Baltic and Byelorussian Military Districts. The recall was an unmitigated disaster. In the Carpathian Military District, reservists deserted in numbers too large to punish, and units milled around in confusion. The invasion was cancelled and the top command to the Soviet army was reshuffled, resulting in the demotion of those who had most energetically advocated the Polish operation.

The Soviet army is the backbone and driving force of the WTO. But it is not an overwhelming force. On paper it is an army with a large number of divisions, modern equipment, and vast manpower reserves. But in reality most of its formations are "castrated" in the Russian military parlance due to a lack of ready manpower. The Soviet army's equipment tends to be unreliable and the human element is woefully inadequate in quality.

No Soviet leader (who does not lie to himself) would stake the future of his country and its political movement on the performance of the Soviet army against NATO. Soviet, and therefore WTO, military power is thus something of a chimera.

THE WTO GOES TO WAR

A forecast of a WTO-NATO conflict for West Germany must take into consideration both the ideal and the reality. The reality for Soviet ground forces has already been noted. However, from a Soviet perspective, the idea is that equipment works reasonably well under field conditions, officers and enlisted men are proficient and reliable, and large assemblages of men and machines function effectively together.

From this view that the system will work, doctrine is formulated and plans are drawn. The Soviets who command the WTO's military power take it for granted that with the Soviet and East German divisions that they have at their immediate disposal, they have an awesome offensive capability. Soviet and WTO doctrine relies upon offensive action. Soviet commanders state that in the event of a NATO invasion of the GDR, the Warsaw Pact countries would respond not with a reactive defense but by launching a counteroffensive upon the FRG.

The WTO's ostensible purely defensive purpose is belied by the emphasis that its military doctrine places upon the offensive. Everything is to be sacrificed to keep the leading elements rolling forward. Casualties are to be taken, rear and flank security risked, and troublesome defenders bypassed when necessary. In return, the Soviets believe that they can cause sufficient shock and trauma to NATO's political and military structures to prevent the west from effectively responding before the Communists are on the Rhine and West Germany is theirs. Ideally, a sufficiently fast offensive could not be stopped even by the use of tactical nuclear weapons.

The most probable territorial objectives of any WTO offensive are the Ruhr-Rhine basin and the Main-Rhine area. The Ruhr is an industrial megalopolis and the center of West Germany's heavy industry, which makes it a prime military objective. To reach the Ruhr, the WTO's forces would have to cross the North German Plain. Nowhere in the FRG does the terrain so benefit the offensive. In the Soviet ideal, the mobility and firepower of the WTO should prove devastating in the drive on the Ruhr.

The second general objective is similar to the Ruhr but smaller in population. The cities of Frankfurt, Wiesbaden, and Mainz are situated around where the Main River flows into the Rhine. In addition, the United States maintains some of its most important European military assets in the area, including the huge Rhein-Main Air Force Base. The route to the Main-Rhine region lies through the Fulda Gap and the state of Hesse.

To the Soviet mind, the WTO ideally has the ability to seize these objectives quickly. They also

have a compelling reason to do so, as the Communists would have little chance of winning a protracted war with NATO. The Soviet Union and its allies do not enjoy favorable economic or geopolitical positions. Their combined economies, from which the sinews of war would be fashioned, are dwarfed by those of NATO and even of Japan. Only the relatively small Hungarian economy, with its mixed socialist-free market structure, could be called more than moderately productive, though East Germany has also had its successes (primarily in advanced industrial technology). But overall, the Warsaw Pact countries lag behind the West in technology.

The geographical position of the USSR and its European allies is also unenviable. The Soviet Union is bordered on every side but the west by hostile countries. In the south its neighbors are Turkey (a NATO member), the Islamic Republic of Iran, and the "Mongol Hordes" of China. In the west, Japan, South Korea, and the United States lie close to Soviet territory.

Furthermore, the USSR would find it very difficult to conduct seaborne trade in wartime. They could be effectively sealed off from their overseas trading partners by enemy minefields or naval units operating in the Turkish straits, the Skagerrak, and the entrances to the Sea of Japan (which allow access to the Far Eastern port of Vladivostok). By contrast, it would be nearly impossible for a naval establishment of any conceivable size to similarly seal the thousands of miles of navigable coastline along the continental United States.

Neither does NATO suffer from the encirclement which plagues the USSR. West Germany, Greece and Turkey are the only NATO countries which share borders with Warsaw Pact signatories in good standing, and it would be very difficult to blockade any by sea, let alone all three simultaneously. Unlike the USSR, the United States has two secure borders, one with a NATO ally. Furthermore, it appears that NATO naval power is sufficient to secure and maintain sea communication between Europe and North America, Japan, and the great resources of Latin America, which would almost surely be available to the western alliance and denied to the WTO.

These long-term NATO advantages cannot be ignored by even the most optimistic WTO planner. What the USSR and its allies attempt to do by stressing a rapid offensive is to negate NATO's advantages by winning the war in the short term. A long-term advantage has no value whatsoever if the conflict is decided before it can be brought into play.

A factor that must weight heavily in either alliance is the possession of nuclear weapons by both sides. Nuclear weapons fall into three distinct categories. The most powerful and feared are the strategic weapons. These are weapons of mass destruction delivered by long-range manned strategic bombers, intercontinental ballistic missiles (ICBMs), and the less accurate submarine-launched ballistic missiles (SSLBMs). Strategic nuclear weapons are those of last resort.

The second type is that of the intermediate-range nuclear weapons. They are generally less powerful than their strategic cousins, and are carried by shorter range delivery systems such as the American Pershing II and Soviet SS-20 intermediate-range ballistic missiles (IRBMs), American ground-launched cruise missiles, and medium range bombers such as the American F-111. They are deployed primarily in Europe and are the primary cause of friction between the United States and the Western European anti-nuclear movement.

The third variety of nuclear devices are the tactical nuclear weapons, the "battlefield nuke". It is generally the least powerful armament in the nuclear arsenal, and is intended for use to support ground combat, functioning as a sort of "super" artillery. Delivery systems include heavy artillery short-range

missiles, and strike aircraft. The neutron bomb, designed to kill enemy soldiers while minimally contaminating the battlefield, is perhaps the cleanest (and ironically, the most popularly misunderstood) manifestation of the concept.

There is a scale of variable nuclear escalation available to NATO should a WTO victory appear imminent. If the Soviet bloc's superior conventional and chemical weaponry appears able to defeat those of NATO, the western alliance retains the perogative of first use of tactical nuclear weapons. Should these seem unable to stem the tide, NATO will escalate to intermediate-range nuclear weapons, which would be employed against population and transportation centers in Eastern Europe and the Western USSR. If these appear unable to decide the issue in favor of NATO, then the United States and Soviet Union would rain upon each other the most destructive weapons known to mankind.

This is the theoretical process of nuclear escalation. Of course, it remains to be seen whether the United States and its allies would escalate to the second and third phases to keep NATO intact. The hard question is, will the United States government sacrifice American cities to protect German ones? This is the essence of thinking the unthinkable.

Would the Soviet Union use its nuclear weapons? According to the former Soviet diplomat and Under Secretary General of the United Nations Arkady Shevchenko, the answer is an absolute "No". He claims that the USSR has never considered using nuclear weapons against either Western Europe or the United States. According to Shevchenko, the only time that the Soviet Union ever considered their use was in 1969, and the possible target was Communist China.

However, there is one case in which the USSR might quickly reverse its previous thinking and initiate nuclear war against the West. If NATO is ever able to turn the tide of the WTO offensive so dramatically that its units are able to penetrate Soviet territory, the Soviets would most probably use whatever weapons are at their disposal to prevent the ravages of a repeat of *Barbarossa*. Also, it is a near certainty that the USSR would be willing to use its nuclear arms to match NATO use. But the chances of Soviet first use of such weaponry in a war fought for and in Central Europe is nil.

Combining the ideal Soviet view of Communist military power with reality, one can reach a picture of the probable manner in which a war for Germany would be fought. Should the WTO lead an invasion of West Germany, they will find that the same military system that produced stalled and lost units in aquiescent Czechoslovakia will produce supply shortages, halted progress, heavy casualties, and general chaos in belligerent West Germany. The impossibility of an offensive even approaching the Soviet ideal would become clear in the first days, or even hours, of the war.

Much attention has been paid to the WTO's chemical weapons capability. But as shown by World War I, chemical weapons are unpredictable when first employed, and decrease in effectiveness as the enemy learns to cope. In addition, chemicals have often been a double-edged sword, affecting their wielders as much or more than their targets. Chemical weapons may be very troublesome in some areas of NATO's defenses, primarily early in the war. But they should not signicantly alter the course of events over the long term.

The border between East and West Germany is sufficiently long and the WTO order of battle sufficiently large that Communist units, in spite of themselves, would be able to penetrate into the FRG, perhaps deeply in places. But their inherent defects would prevent them from sustaining any such rapid advance. Urban areas will prove especially troublesome to the WTO. Much as they did in World War II, cities could double as extremely defensible fortresses. The invaders could bypass them, but

would leave their rear areas susceptible to sorties by bypassed NATO units. If the WTO elects to attack and clear such cities, the mechanized spearheads would become bogged down, and the critical offensive momentum sacrificed.

The central problem for the Warsaw Pact countries, especially the USSR, is that their doctrine is essentially an updated *blitzkrieg*. But the successful *blitzkrieg* depends upon strong formations trailing behind the mechanized advance, eliminating bypassed enemy concentrations and consolidating gains. The forces that would follow the WTO offensive, filled with Soviet reservists and equipped with hardware such as the "coffin on wheels", would not be equal to the task. Furthermore, they would not be available early in the campaign unless the USSR mobilizes ahead of time and concedes the element of surprise.

NATO's initial strategy will be to delay the WTO advance and hold the FRG until reinforcements arrive in substantial quantities from the United States. The NATO ground strategy is to meet the Communist advance close to the frontier with limited forces, such as the British 4th Armored Division and the American 11th Armored Cavalry Regiment.

Ideally, such forces would fade back, staging a fighting retreat and attriting the enemy as they slow the advance. Assisting them would be mixture of fixed-wing aircraft and attack helicopters. Considering the snarled traffic in Czechoslovakia in 1968, NATO airpower could be devastating. The forward NATO forces would fall back upon the bulk of the alliance's units. Ideally, these forces would meet the depleted Communist divisions and fight them to a standstill. If nuclear weapons are to be used by NATO, it will probably be at this stage.

But it is highly unlikely that tactical nuclear weapons would be used at all. NATO would probably have little need to shoulder the international opprobrium that would accompany the first use of nuclear weapons, as its conventional forces appear sufficient to defend the core of the FRG. But one could find a new social science to study the multitude of illogical, unwise, ill-advised, self-destructive, and simply assinine acts committed by states in times of war.

Irregular commando type actions might be used by both sides. Soviet commandoes efficiently seized the Prague airport in 1968 to allow troop planes to land, accomplishing the only unqualified success of the invasion. Soviet special forces were also instrumental in the Afghanistan invasion eleven years later. Immediately before the invasion, there was a mysterious assassination attempt on Hafizullah Amin, the Communist premier, whom the Soviets blamed for the country's civil war. The unsuccessful attempt on Amin's life was apparently engineered by a visiting Soviet police official who died under mysterious circumstances about two weeks later. On the night of 27 December 1979, a special Soviet unit attacked Darulaman Palace in Kabul and killed Amin after a fierce firefight with loyal Afghan soldiers.

NATO has plans for its own irregular units in event of a war with the WTO. Units such as Britain's Special Air Service (SAS) and Honorable Artillery Company (HAC) and the United States' Green Berets would operate behind WTO lines. Their missions are mostly reconnaissance and the interdiction and harassment of reinforcements, replacements, and supply columns. Furthermore, considering the Green Berets' traditional emphasis on guerrilla warfare and counterinsurgency, it is highly probable that they would attempt to raise German partisan units.

CONCLUSIONS

Examining the history and functions of the Warsaw Treaty Organization, one finds a mixture of fear and self-delusion. The Soviets have a nearly pathological fear of the Germans. So they organized a

quarrelsome assortment of newly communized Eastern European states into an alliance to guard against the Federal Republic of Germany. There is a widespread myth that the WTO was formed against the United States and NATO. If such were the case, the Soviet Union would have orchestrated the Warsaw Pact in 1949 or 1950. Instead, it waited until the North Atlantic alliance included an armed German state.

The Soviets delude themselves by thinking that the WTO is strong enough to construct a workable offensive strategy. The USSR may be a super power, but its military establishment is markedly deficient in workable hardware, militarily proficient manpower, and general efficiency and readiness.

In 1968 the Soviet Union and its allies overran a country in which the most active defense was an occasional practical joke. But the Soviet military system proved grossly inefficient against such an enemy. In 1979 the USSR invaded another ally to install a government more to its liking. Seven years later, the Soviet army has yet to prove that it can consistently control more of Afghanistan than the densely populated core.

Apparently, the Soviet military and government have not lied to themselves to such an extent that they believe that their forces could defeat NATO in a quick campaign. The evidence of this is that they have not invaded the FRG. As long as the Soviets retain the sense not to bet their future on a war for Germany, they will not attack NATO. Only if they believe their own official doctrine will they plunge Europe and the world into war.

SCENARIO DESIGN GUIDELINES

West Germany is a very densely populated and highly developed country. Therefore *FIREPOWER* scenarios can be validly designed around sturdy buildings and a few surrounding trees. Only in Alpine or heavily forested environments should dark green hexes be considered tree hexes. Due to the country's sophisticated transportation infrastructure, roads should be considered paved unless known to be otherwise.

Both NATO and the WTO rely fully upon mechanized formations. Therefore players should feel free to incorporate vehicles into the order of battle of either side. More than any other possible theatre of operations, the Federal Republic of Germany allows vehicles to be incorporated into every type of scenario.

Ambushes should not be used unless the defender's forces are American Green Berets or Rangers, British Commandoes, Soviet *Vysotniki* or *Rejdoviki*, or other irregular special units. A wide variety of ambushes and raids can be designed for these and similar units.

The orders of battle and equipment listings in the *FIREPOWER* Battle Manual need be expanded only for special forces units. American irregular units have access to the MP5 submachinegun (SMG10; treat as L2) and the HK21 light machinegun (LMG13). Soviet units should be allowed to draw upon any weapon in the Soviet, Polish, Hungarian and Czechoslovakian arsenals, plus American equipment that could have been procured from Vietnam after 1975.

Players are strongly urged to use the following optional rules. In all scenarios but "The Edge of Hamburg" vehicle optional rules must be used.

16.2—Assorted Optional Firing Modifiers
16.4—Suppression by Non-Automatic Weapons
16.6—Pinned and Inactive Status
16.7.2—Optional Nightsight Rules
16.8—Extra Major Personal Weapons
16.9—Standing Behind "2" Height Cover
21.—Fires

23.—Wounds and Cover
24.—Morale

This list is derived from Michael Craighead's "Playtester's Note" to my article "Struggle for El Salvador" in The *GENERAL* (Vol. 22, No. 6). Players would do well to consult Mr. Craighead's comments.

The victory conditions of the following scenarios are consistent with the Victory Condition rules on page 42 of the *FIREPOWER* Battle Manual. For scenarios in which victory points are part of the victory conditions, each player receives one point for each wounded or eliminated enemy soldier and two points for each soldier taken prisoner.

SCENARIOS

The following scenarios depict hypothetical actions that could occur in a general war in Central Europe in the near future.

"ALONG THE WESER"

In the early days of the Third World War, the British 4th Armoured Division was given the mission of engaging forward elements of the Soviet invasion, then staging a fighting retreat westward until it fell back on the positions of the British Army of the Rhine's other three divisions. Near the Weser River a combined arms team of the 4th Armoured Division made contact with Soviet paratroopers dropped during the first hours of the war.

A. MAPBOARD TERRAIN: Use all standard terrain values and heights. Buildings are of wood plank construction, as are fences. Roads are paved.

B. SPECIAL RULES: Game length is 5 Turns. British units may exit off west board edge only; Soviet units may exit off east edge only. Soviet player sets up first within four hexes of east edge of the mapboard; British player sets up second within four hexes of west edge of the mapboard.

WEATHER: Normal.

VISIBILITY: Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. Attackers: Soviet Airborne Squad (+; includes crew of BMD): 4/3; 1S, 1A; 1×LMG21, 1×MPL20, 4×RFL2, 2×SMG11, 1×IFV4; 6×BDA, 1×BNC, 20×HGN3 and/or HGN5, 4×MPL20AMO (565-524-41 points).

b. Defenders: British Mechanized Infantry Squad (+; includes crew of Scorpion): 4/2; 1C, 1S, 1A; 1×LMG3, 1×MPL6, 9×RFL18, 1×RFL19, 3×SMG10, 1×LTK5 (Scorpion: Weapon 17); 12×BAD, 5×MPL6AMO, 29×HGN3 and/or HGN5, 2×LPL2, 1×SHG, 2×PST2 (for LMG, MPL) (565-483-82 points).

D. VICTORY CONDITIONS: Each side gets two victory points for each surviving, unwounded soldier (including those in or on vehicles) on the opposite side of the mapboard (past the mapboard fold) at game's end.

"BAVARIAN AMBUSH"

Not all of NATO's units were expected to retreat in the first days of the war. Teams of the US Army's Special Forces Detachment Europe were flown by helicopter to eastern Bavaria, where they fanned out into the rough countryside and mountains. Their assignment was to operate behind the main line of resistance, interdicting incoming Soviet troops and supply columns.

NATO airstrikes effectively closed the West German autobahns to WTO units. Thus, Soviet motorized columns were forces to take secondary routes to the front, often playing right into the hands of the Special Forces. On one dark night, a mechanized column of the Soviet 8th Guards Army, enroute from Lvov to the front, sprung a trap set by Green Berets and guerrillas in a deserted village.

A. MAPBOARD TERRAIN: Only mapboard panel 3 is used.
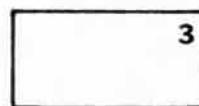
Use all standard terrain values and heights. Buildings are of wood plank construction; roads are paved. Ignore all fences and well.

B. SPECIAL RULES: Game length is 3 Turns. Soviets must exit either or both of the short sides. Defenders exit off either or both long sides. The American player must write the hex locations of all defending units—postures and facings may be decided upon placement on the mapboard (*EXC: if Option 18 is used, facing and posture must be plotted as well*); the mine may be placed in any hex that is adjacent to a road hex. Soviet units move onto the mapboard using "bonus impulses". Either or both Soviet squads may be mounted in their respective vehicles; if both squads enter mounted, there may be no more than five empty hexes between vehicles. *All* soldiers in a squad must be either mounted or dismounted. If dismounted, every unit must be moved singly so as to end its "bonus" impulse phase adjacent to at least one other friendly unit. In either case, no vehicle may enter more than 12 hexes during the preliminary bonus "bonus" phases. The Soviet player enters in accordance with the "Ambush" special rules (on page 45 of the *FIREPOWER* Battle Manual). Once any combat has been initiated as per these rules, sequence chits are drawn normally.

WEATHER: Normal.

VISIBILITY: Condition 3, Night.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. Attackers: Soviet Union Motorized Infantry (490-402-88 points).

1st Motorized Infantry Squad (includes crew of BTR-70): 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 2×PST, 6×RFL1, 1×IFV6 (BTR-70: Weapon 4,1).

2nd Motorized Infantry Squad (includes crew of BMP2): 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 2×SMG11, 6×RFL1, 1×IFV5 (BMP2: Weapon 11,6*,1).

Extra Equipment: 2×BNC, 6×MPL20AMO, 4×PST3 (for LMG, MPL), 30×HGN3, 2×NST, 18×BDA.

b. Defenders: Special Forces A Team (−): 5/2; 1C, 1S, 2A; 2×GLR3+RFL10, 1×LMG17, 1×RFL19, 7×SMG10 (L2); 2×NST, 2×BNC, 11×BDA, 10×GLR3AMO, 31×HGN3 and/or HGN5, 1×PST (for LMG), 1×PMN2 (245-169-76 points).

D. VICTORY CONDITIONS: The American player receives two victory points for each surviving soldier, regardless of wounds, that exits the mapboard during Turn 3. The Soviet player gets two victory points for each surviving soldier, regardless of wounds and including soldiers in vehicles, that exits the western edge of the board during Turn 3.

"OBJECTIVE FRANKFURT"

The city of Frankfurt and the nearby bases at Mainz and Wiesbaden were indispensible to West Germany and the NATO war effort. The Soviet High Command realized this as well, and made the Rhine-Main area one of their most important territorial objectives. The American formation with responsibility for defending the state of Hesse was the 3rd Armored Division, headquartered at Frankfurt. On a foggy morning, leading elements of the Soviet 8th Army encountered lightly fortified elements of that American division.

A. MAPBOARD TERRAIN: Use all standard terrain values and heights. Ignore buildings and fences; consider them clear terrain. All roads are paved.
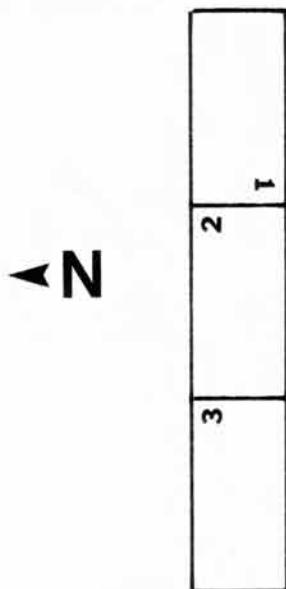
B. SPECIAL RULES: Game length is 6 Turns. American units may exit off the sides of of mapboard 3; the Soviet units, off the sides of mapboard 1. Soviet units may also exit off the west edge of mapboard 3—but only to satisfy victory conditions. American forces set up on any hex of mapboard 3. Soviet infantry squads may set up on any hex of mapboards 2 or 1; Soviet tank squad may set up only on mapboard 1.

WEATHER: Normal.

VISIBILITY: Condition 2, Fog.

FIRES (OP): Wet.

C. OPPOSING FORCES:

a. Attackers: Soviet Union Motorized Infantry (1436-1324-112 points).

Tank Squad: 3/2; 1S, 1A; 2×PST4, 2×SMG11, 4×RFL1, 2×MBT16 (T62A: "L" Equipment).

1st Motorized Infantry Squad: 3/2; 1C, 1S, 1A; 1×SMG11, 2×LMG4, 1×MPL20, 6×RFL1; 1×BPD, 2×NST.

2ns Motorized Infantry Squad (−): 3/2; 1S, 1A; 1×MMG4, 1×MPL20, 6×RFL1; 1×BPD, 2×NST.

Grenade Launcher Squad: 3/2; 1S; 2×GLR1, 3×RFL1.

Extra Equipment: 1×RDO, 2×BNC, 2×GLR1AMO (groups of 30), 6×MPL20AMO, 30×HGN3, 7×PST (for LMG, MMG, MPL, GLR), 14×BDA.

b. Defenders: American Mechanized Infantry (992-826-166).

1st Mechanized Infantry Squad (+, includes truck crew): 4/2; 1S, 1A; 2×GLR3+RFL10, 2×LMG17, 7×RFL10, 1×TRK3 (Weapon 42); 2×BPD, 2×NST.

2nd Mechanized Infantry Squad (+): 5/2; 1C, 1S, 1A; 2×GLR3+RFL10, 1×LMG4, 4×RFL10, 1×MPL8; 1×BPD, 1×NST.

Extra Equipment: 2×RDO, 2×BNC, 4×MPL8AMO, 10×GLR3AMO, 30×HGN3 and/or HGN 5, 4×PST1 (for LMG, MPL), 4×LPL3, 19×BDA, 4×SF×, 1VMN2.

D. VICTORY CONDITIONS: The Soviet Player may win in one of two ways:

1. If at any point during Turns 4 through 6, both American squads are panicked and both Soviet tanks have exited off the west edge of mapboard 3, the Soviets win immediately.

2. If the above condition is not met, both players calculate victory points at the end of Turn 6. Each player receives two points for each enemy soldier killed or wounded, and four points for each enemy soldier captured. The Soviet player receives three points for each undestroyed tank that is upon or has exited from mapboard 3. The player accumulating the most victory points wins.

"NUCLEAR BATTLEFIELD"

The Warsaw Treaty Organization made surprising initial progress on the North German Plain. The WTO advance was so great that the NATO command in Belgium concluded that an enemy breakthrough was a distinct possibility. After much deliberation, the heads of NATO's member governments made the momentous and dangerous decision to authorize tactical nuclear weapons on the plain. A lone RAF Jaguar roared in over the rolling farmland of lower Saxony and dropped a single bomb onto a Soviet tank division of the 3rd Shock Army.

A brigade of the Bundeswehr's 7th Panzergrenadier Division then advanced into the devastated, contaminated zone and launched a counterattack. The NATO allies did not yet know whether the FRG could be saved, but it was clear that the genie was out of the bottle.

A. MAPBOARD TERRAIN: Use all standard terrain heights and values. Treat all trees as abatis, reduceable to stumps. Ignore all buildings and fences; treat as clear. Roads are paved. Radioactive environment (see Option 27).
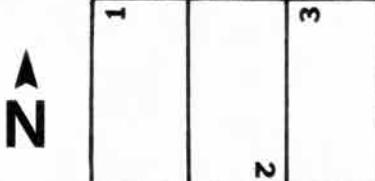
B. SPECIAL RULES: Game length is 5 Turns. Soviet units may exit off any edge of mapboard 3; West German units may exit off any edge of mapboard 1. The Soviet player sets up first in any hexes of mapboard 3. West German player sets up second on mapboard 1, within six hexes of the west edge of the mapboard—and then has one "bonus" Impulse Phase.

WEATHER: Normal.

VISIBILITY: Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. Attackers: West German Panzergrandier Infantry (1043-898-145 points).

Ad Hoc Vehicle Squad: 3/2; 1S, 1A; 3×PST2, 2×RFL11, 2×SMG10, 1×MBT7, 1×IFV10.

1st Panzergrenadier Squad (+): 3/2; 1C, 1S, 1A; 1×LMG5, 8×RFL11, 1×MTR8.

2nd Panzergrenadier Squad: 3/2; 1S, 1A; 1×LMG5, 6×RFL11.

Extra Equipment: 2×BNC, 2×RDO, 20×NBC, 17×BDA, 40×HGN3 and/or HGN5, 4×RGN2 and/or RGN4, 5×MTR8AMO, 1×LPL, 3×PST2 (for LMG, MTR)

b. Defenders: Soviet Union Motorized Infantry (600-479-121 points).

1st Motorized Infantry Squad: 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19, 1×SMG11.

2nd Motorized Infantry Squad (+): 4/2; 1S, 1A; 1×MMG4, 1×LMG4, 1×MPL20, 6×RFL1.

Extra Equipment: 1×BNC, 20×NBC, 5×BDA, 45×HGN3 and/or HGN5, 8×MPL20AMO, 1×LPL5, 6×PST3 (for MMG, LMG, MPL).

D. VICTORY CONDITIONS: The West German player must have nine surviving, unwounded soldiers on mapboard 3 at the end of the game to win. For this purpose, the Marder counts as three soldiers and the Leopard as five.

"THE EDGE OF HAMBURG"

The great port of Hamburg was one of the prizes of northern West Germany. A separate state from the FRG, Hamburg sits astride the North Greman Plain at the junction of the states of Schleswig-Holstein and Lower Saxony; the Elbe estuary gives the city access to the sea and makes any flanking operation difficult. Though obsessed with the momentum of the offensive, Soviet marshals saw no alternative but to send WTO forces into the urban labyrinth. Units of the 6th Panzergrenadier Division, moving out of Schleswig-Holstein, defended Hamburg against the Soviet and Polish divisions that invested it to the north, east and south.

A. MAPBOARD TERRAIN: Only mapboard panel 4 is used.
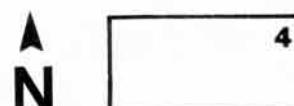
All buildings are of listed height and are of stone construction. Roads are paved. Ignore all hills.

B. SPECIAL RULES: Game length is 5 Turns. Polish units may exit off the south edge of the mapboard; West German units off the north edge. Polish units may set up south of the east-west street and

in building D. West German units may set up north of the east-west street and in buildings A and B.

WEATHER: Normal.

VISIBILITY: Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. Attackers: West German Panzergrenadier Infantry (463-364-99 points).

1st Panzergrenadier Squad (+): 3/3; 1C, 1S, 1A; 1×LMG5, 1×MPL15, 5×RFL11.

2nd Panzergrenadier Squad (−): 3/2; 1S, 1A; 1×MMG5, 7×RFL11; 1×SCP.

Extra Equipment: 2×BNC, 2×RDO, 15×BDA, 5×MPL15AMO, 45×HGN3 and/or HGN5, 3×PST2 (for MMG, LMG, MPL).

b. Defenders: Polish Motorized Infantry (331-257-74 points).

1st Motorized Infantry Squad: 3/2; 1C, 1S, 1A; 1×LMG4, 1×MPL20, 1×PST4, 3×RFL1, 2×RFL15, 1×RFL19, 1×SMG11.

2nd Motorized Infantry Squad (−): 3/2; 1S, 1A; 1×LMG4, 1×MPL20, 3×RFL1, 2×RFL15.

Extra Equipment: 1×BNC, 17×BDA, 6×MPL20AMO, 40×HGN3, 3×RGN2, 1×PMN1.

D. VICTORY CONDITIONS: The West German player wins if, at the end of play, he controls any two floors of building G, H, I and/or J (the controlled floors may be in different buildings).

"THE FRENCH STRIKE BACK"

In the early days of World War III, French ground forces were engaged only in one location—Berlin. The Soviet Union had two options regarding the former capital: they could isolate its western sectors and try to hold the occupying allies away from crucial transport and communications centers; or they could send Soviet and East German units into the city to eliminate the NATO presence in their rear. The Soviet command chose the second alternative.

The French Berlin Brigade, stationed in the northern part of the city, was engaged by the Soviet 6th Guards Mechanized Division. The French were immediately thrown south and forced to abandon much of their zone. But on the shores of the Tegeler See, in the pastoral parkland of the Waldpark Steinberg, the French turned on their pursuers.

A. MAPBOARD TERRAIN: Buildings are of wooden plank construction. Ignore all fences and the well. Hills are height 1; depressions, −1. All roads are unpaved.
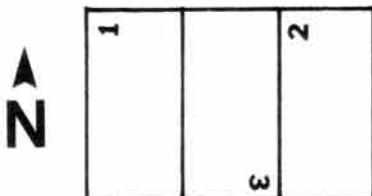
B. SPECIAL RULES: Game length is 5 Turns. French units may exit off the south edge of the mapboard; Soviets off the north edge. French units set up first within four hexes of the south edge of the mapboard; Soviet units set up within seven hexes of the north edge.

WEATHER: Normal.

VISIBILITY: Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. Attackers: French Mechanized Infantry (826-725-101 points).

Armored Squad: 3/2; 1S, 1A; 2×PST2, 6×SMG9, 2×MBT1 (with LPS equipment).

Mechanized Infantry Squad (−): 3/2; 1C, 1S, 1A; 1×LMG2, 1×MPL21, 6×RFL4, 1×SMG9.

Extra Equipment: 1×BNC, 17×BDA, 6×MPL21AMO, 40×HGN3 and/or HGN5, 1×SHG.

b. Defenders: Soviet Union Motorized Infantry (826-735-91 points).

1st Motorized Infantry Squad: 4/2; 1C, 1S, 1A; 2×LMG4, 1×MPL20, 1×PST4, 5×RFL1, 1×RFL19, 1×SMG11.

2nd Motorized Infantry Squad (+): 4/2; 1S, 1A; 2×LMG4, 1×MPL20, 1×SMG11, 9×RFL1, 1×LCW2, 1×IFV5 (BMP1).

Extra Equipment: 10×BDA, 7×MPL20AMO, 41×HGN3, 3×LCW2AMO, 7×PST3 (for LMG, MPL, LCW).

D. VICTORY CONDITIONS: Each player receives two victory points for each building controlled at the end of the game. The French player wins, regardless of victory points, if both Soviet squads are demoralized at the end of Turn 5.

☆

EDITOR'S CHOICE AWARDS

This issue marks the beginning of another volume year for The *GENERAL*. It is time once again for the editors to offer their nominations for the best articles of the past year. A poll of the readers will determine one author from the list to be named "Editor's Choice". The winner receives a lifetime subscription of The *GENERAL*, in addition to a $100.00 bonus. Please vote for only one of the nominees and vote only if you have read all the articles nominated. Eliminating those articles written by paid AH staff members from consideration, we offer the following articles from Volume 23 to select from:

☐ BASIC FIGHTER MANEUVERS
    by Gary Morgan, No. 1

☐ FIRST IMPRESSIONS
    by Robert Medrow, No. 2

☐ KAMPFGRUPPE PEIPER
    by Danny Parker, No. 3

☐ THE ROYAL NAVY TRIUMPHANT
    by James Lutz, No. 4

☐ THE ALLIED SCHOOL OF STRATEGY
    by James Chung, No. 4

☐ LIKE A THUNDERBOLT
    by Craig Posey, No. 5

☐ PILOTS, MAN YOUR PLANES
    by Robert Harmon, No. 5

☐ REVOLUTION AGAINST REVOLUTION
    by James Werbaneth, No. 6

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	56	2548YOW	1
2.	D. Burdick	55	2223GGO	2
3.	J. Beard	45	2168HIR	3
4.	J. Noel	9	2168DDJ	4
5.	J. Kreuz	50	2162HGO	5
6.	B. Sinigaglio	41	2152GIJ	6
7.	E. Mineman	26	2119DFG	7
8.	D. Garbutt	54	2111HJO	9
9.	P. Siragusa	50	2110FHK	8
10.	P. Gartman	21	2030HHK	11
11.	S. Sutton	23	2029FHN	10
12.	P. Flory	32	1999EHK	12
13.	P. Landry	30	1997HIN	13
14.	F. Preissle	53	1992MNY	14
15.	H. Newby	21	1989SJP	23
16.	M. Sincavage	45	1988EFK	15
17.	B. Remsburg	39	1987HIQ	16
18.	T. Oleson	65	1985YZZ	17
19.	R. Beyma	31	1979DDG	18
20.	G. Schnittker	3	1971CEI	20
21.	C. Corn	5	1948DEA	22
22.	F. Reese	36	1946IDJ	19
23.	W. Scott	53	1937MJV	24
24.	T. Deane	8	1908EBB	25
25.	R. Leach	57	1906ILS	26
26.	J. Eliason	4	1902EHL	29
27.	M. Rogers	16	1880CEH	28
28.	E. O'Connor	14	1876FGM	33
29.	K. McCarthy	10	1872CFI	30
30.	B. Schoose	21	1871GIM	31
31.	R. Shurdut	1	1860EGL	—
32.	P. Halfman	6	1857GGN	37
33.	G. Smith	10	1846FGM	32
34.	N. Cromartie	41	1838GHO	34
35.	R. Berger	5	1833CDE	35
36.	S. Johns	9	1831HFI	36
37.	B. Salvatore	23	1824GKO	39
38.	L. Barlow	3	1811IKS	40
39.	J. Martin	14	1807DFI	42
40.	M. Simonitch	26	1807DFH	43
41.	E. Miller	3	1805HKQ	45
42.	M. Miller	42	1795GHO	46
43.	M. Frisk	10	1793CDH	48
44.	D. Mattson	4	1786HJR	50
45.	F. Ornstein	39	1786GHM	49
46.	L. Carpenter	1	1781ICEF	—
47.	D. Kopp	1	1774GIN	—
48.	J. Lutz	1	1766HGP	—
49.	D. Greenwood	1	1756GFK	—
50.	K. Kinsel	1	1753GFI	—

MEET THE 50 . . .

Mr. Ronald Berger is 34, married, holds a M.S. and is employed as a materials scientist in Canoga Park, California.

Favorite Game: G.I.
AREA Rated Games: ASL, G.I.
AREA W-L Record: 17-0-1
Gaming Time/Week: 14 hrs
Hobbies: Modeling, Motorcycling, Computer Programming and Military History
Pet Peeve: Arguments over unclear rules or those that an opponent chooses to interpret to his advantage.
% Time PBM: 20%
Play Preference: FTF

Mr. Berger heaps praise upon TAHGC: "I began playing Avalon Hill games in 1963 with the purchase of *BLITZKRIEG*. Your company has been a source of countless hours of pleasure for me in the ensuing 24 years. I own over 200 different games (as a collector), but the games I most often play are published by The Avalon Hill Game Company. I am a regular contributor to a number of hobby magazines. I hope to someday have an article published in the foremost gaming magazine—The *GENERAL*.

ACROSS THE YEARS
New Scenarios for SIXTH FLEET
By James E. Meldrum

Until recently, naval participation in any conflict between the forces of NATO and the Warsaw Pact has been ignored in wargaming for all practical purposes. With the release of Joe Balkowski's *SIXTH FLEET* game, this situation has been happily reversed. Now devoted players can simulate the vital naval activity that could determine the outcome on NATO's southern flank in Europe.

As a game, *SIXTH FLEET* provides an interesting cross-section of modern naval warfare and the participating navies. Several different scenarios representing types of operations and situations have been provided. These scenarios can be, for those of us never happy with the limitations of the published version, modified by using one or more of the suggested variants presented in this article to simulate the use of different ships as well as changes in both technology and political climate.

In order to use some of the variant material herein, players will be required to make additional counters. This can be done by using a razor-point, felt-tipped pen and blank counters. Required ship silhouettes may be found in any good book on modern naval affairs or technology. [*I'd suggest Jane's latest.*] All additional counters use the same format as the original game counters. Unless otherwise mentioned below, any of my variant options may be used with any scenario in the game.

1950s Scenarios

During the late '50s and the Cuban Missile Crisis, there was a very distinct possibility of a military conflict with the Soviet Union. This group of variant rules is intended to be used in conjunction with the scenarios to simulate the possible conduct and outcome of such a naval war with the Soviets in the Mediterranean during the 1950-1964 period. Players should understand that an "exact simulation" is not possible using the existing countermix and game charts, but the *situation* may be duplicated.

The following variant rules must be used when simulating a scenario from the 1950-1964 time period. Unless otherwise mentioned, all reinforcement schedules, game length, and victory conditions remain the same. Scenarios recommended for use with these variant rules include 15.1-3, 21.1, 21.3, 21.4 and 23.1-6.

1) Only two U.S. carriers may be present on the map in any single turn. Any other U.S. carrier eligible to enter play must be kept off the map until one of the other carriers is eliminated or withdrawn, in which case it may enter as a reinforcement next game turn.

2) No F-l5 or AEW air units may be used.

3) No SSMs or cruise missiles may be used by either player.

4) No NATO country except the United States may use SSNs. All diesel-powered submarines may be used. The Soviet player may use Echo and Juliet class submarines.

5) No vessel except cruisers and aircraft carriers may use area AA values when resolving anti-aircraft combat.

6) All attacks made on surface vessels by aircraft must be bombing attacks.

7) The U.S. player receives victory points for damaging Soviet bases as in 21.3; in addition to all usual ones, a Soviet base exists in Tartus which NATO may attack.

8) The Soviet player may attack French, Italian, American and Cyprus bases as in 17.7; an additional U.S. base exists in Tripoli which the Soviets may attack.

9) Spain, Egypt, Israel, Yugoslavia, Algeria, Morocco and Tunisia are neutral for game purposes. Libyan forces are not used in 1950s scenarios.

10) The following classes of surface vessels may not be used in these scenarios: Nimitz, Ticonderoga, Texas, California, Arliegh Burke, Oliver H. Perry, New Jersey, Los Angeles; Kiev, Moskva, Kirov, Slava, Sovremeny, Udaloy; Georges Leyuges, Tourville, Brazen and Garibaldi.

11) No NATO country except Greece and Turkey may use PCs.

12) The B-52 air unit is always available to the United States on Turn 1.

13) The Soviet T20 air unts are substituted for the Backfire units and use the Backfire's surface attack strengths.

14) The total number of U.S. Marine and Soviet Paratroop units is halved.

15) Nuclear weapons may be delivered by air units only.

1970s Scenarios

SIXTH FLEET simulates well NATO-Warsaw Pact conflicts that may take place in the '80s. With just a bit of modification, the existing scenarios can be used as a starting point to simulate situations that might have occurred during the '70s. Players should understand that here, as in scenarios set in the '50s, that with existing game equipment it is not possible to produce a completely accurate simulation. Instead, the *situation* which might have existed at this time can be hypothetically recreated. To simulate such a hypothetical naval conflict, all the following rules must be used. Unless otherwise mentioned, all victory conditions, schedules and game lengths will be enforced. Recommended scenarios for possible 1970s situations include 15.1-3, 21.1, 21.3 and 23.1-6.

1) Substitute Kara and/or Kynda class vessels for the Kirov and Slava class vessels.

2) The Kirov, Slava, Udaloy, Sovremeny, Oscar, Alfa and Kilo class vessels are not used. Substitute any other Soviet vessels.

3) The following U.S. class vessels are not used: Ticonderoga, Kidd, Arliegh Burke, Oliver H. Perry and New Jersey. Substitute any other U.S. carrier for the Nimitz.

4) Delete any two U.s. AAs and any four Soviet AAs.

5) Delete all British Broadsword class FFs.

6) Delete all French George Leyuges and D'Estienne d'Orves class ships except the *Moulin* and the *Blaison*. Delete all Ribis and Agosta class submarines.

7) Delete all Italian Garibaldi CGs, Maestrale class FFs, and Natario Sauro class submarines.

8) The following countries are neutral and do not participate in this scenario: Libya, Spain, Algeria, Morocco and Tunisia.

9) All Egyptian Descubierta and Greek Elli class units are deleted from the order of battle.

10) No F-15s may be used.

11) No NATO vessels except cruisers may make SSM attacks.

12) One is subtracted from each side's close AA value; however, in no instance may the close AA value for either side's units be reduced to less than one.

13) The United States player may always use the B-52 unit but no cruise missile attacks may be made from the B-52.

14) United States and NATO aircraft may base in Crete, Siciliy and Turkey.

Sumarines Only

This is a simple variation of the "World War Three" scenario (23.6). It is based on the assumption that the war has been in progress for some time prior to the beginning of the game. Most of the surface ships of both sides have been sunk in the initial orgy of bombings, missile salvos and gunfire duels; whole task forces have disappeared in nuclear bursts or been rendered ineffective by the effects of the clouds. At this point in the conflict, the fighting is being carried on by surviving aircraft and submarines as both alliances near exhaustion.

When played, both sides deploy their forces on the map in the normal manner, in a state of high preparedness. Next, one die is rolled for each CV, CHG, CG, CGN and BCGN; on a die roll of "1-4", the ship is considered to have been lost and is removed from play. This die roll does not affect surface units arriving as reinforcements. A die is then rolled for all other types of surface vessels; if the die roll is even, the ship has been sunk prior to play. All submarine and air units are deployed normally.

Carrier Down

Any conflict in the Mediterranean could easily open with a surprise attack made upon a U.S. carrier task force by a Soviet submarine. At the start of any of the advanced scenarios, one die is rolled for any single U.S. aircraft carrier of the Russian player's choice deployed on the map. If the die roll is even, the carrier is sunk immediately and removed from play; if odd, the attack has no effect. Only one carrier may be sunk in this manner. If an American carrier is sunk, the nearest Soviet nuclear submarine is likewise eliminated. If there is no Soviet nuclear submarine within a ten-hex radius, then the nearest Soviet or Soviet-allied submarine of any type is removed.

New Naval Construction

Several new classes of surface ships and submarines have entered service with both the United States and Soviet navies recently. These can be readily added to *SIXTH FLEET*. Players refer to the table below for values for each of these new classes.

Sea Control Ship:

During the 1970s, Admiral Elmo Zumwalt proposed the construction of "sea control ships", which were actually to be austere ASW carriers, to take the place of the attack carriers in high-threat areas. The sea control ships would have been small, relatively affordable, and consequently built in large numbers. A typical *SCS* would have carried 14 SH-3 ASW helicopters and three AV-8 Harrier aircraft. The Basic Point Defense Missile System (Sea Sparrow) would have been carried onboard.

These sea control ships would have taken the place of the forward-deployed large carriers in high-threat areas like the Mediterranean. The SCS would serve to blunt the threat posed by Soviet surface action groups in any conflict there. After hostilities began, the big carriers could move in to replace or reinforce the sea control ships. The sea control ships were, however, never built. This variant assumes that they were; six sea control ships may be made for use with the game.

These SCS counters may be substituted for any U.S. carrier in the appropriate scenarios. In advanced scenarios beginning in a state of either low or moderate readiness, one U.S. CV and CG are deleted from the initial deployment and enter the game later as reinforcements in company with the first other American CV entering play normally. As an alternative, two SCS may be substituted for each American CV during set-up.

Strike Crusier:

The U.S. Navy's nuclear-powered strike cruiser was an attempt to build a vessel comparable in performance to the Soviet navy's Kirov class battle cruisers. The American ship would have been armed with the full spectrum of weapons, including cruise missiles and the new light-weight 8-inch guns for bombardment or surface combat. An Aegis fire control system would have been carried to coordinate. The strike cruiser, however, proved to be nearly as expensive as a Nimitz class CV to build; consequently none were ever completed.

Let us suppose that the U.S. Navy decided to build several CSGNs instead of reactivating the Iowa class BBs. If this was the case, the CSGNs may be substituted for the *New Jersey* or any single CGN in any scenario. CSGNs may make two cruise missile attacks per game.

New Jersey—Final Configuration:

In its final configuration, the USS *New Jersey* was planned to be a hybrid gun/cruise missile/VSTOL aircraft platform. To simulate this design, reduce the *New Jersey*'s gunfire strength to ''6'' and allow it to carry one AV-8 Harrier unit as though it were an aircraft carrier. The *New Jersey* may be used in this configuration in any scenario in which it would normally appear.

Soviet Submarines:

Recently the Soviet Union has launched another class of nuclear-powered attack submarines—the ''Mike'' class. It is noteworthy because it features tear-drop shaped hulls similar to those used in American nuclear submarines since the 1960s. This is a significant departure from the previous Soviet practice of conventional hull design. This new class of attack submarine also highlights a trend in the increase of size for Soviet submarines.   ☆

Ship Characteristics

	Sea Control Ship	Strike Cruiser	Soviet ''Mike''
Type	SCS	CSGN	SSN
Nationality	US	US	SU
Movement	3	4	4
Defense	3	6	5
SSM Range	N	5	N
SSM Attack	N	8	N
Gunnery	N	4	N
Area AA	0	5	N
Close AA	2	4	N
ASW	7	8	6
Torpedo	N	N	18

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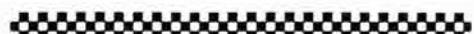
AH Philosophy . . . *Cont'd from Page 2*

considered for a free Mexican set-up and Texan reinforcements. The game should be released early in 1988.

Bruce Shelley

The next *ASL* module to be released will be *Partisan*. It will contain boards 10 (with the new artwork) and 32 (lots of woods, with a stream, a sunken road and a small cluster of buildings), plus eight scenarios portraying actions fought by the partisans of Poland, Italy, Russia, France, Denmark and Greece. *Partisan* will enter the play-

test stage in early August and may be released in time for Christmas. Its projected price is $12-$15, and the only other items needed to play it will be *BEYOND VALOR* and boards 2 through 4.

I am continuing work on *West of Alamein* featuring Chapter F of the *ASL* rulebook, the British OB (and its accompanying Chapter H pages), eight scenarios, and boards 25-29 depicting typical desert terrain. Chapter F will be devoted almost entirely to rules for the special terrain and weather conditions found in North Africa—including such things as deirs, hillocks, sand dunes, sangars, tracks, hillside walls/hedges, dust, heat haze, etc. The British OB will be complete and will comprise a large number of counters. *West of Alamein* will not be cheap, but it will be the most novel and challenging topic ever covered in the history of the *SL/ASL* system. New tactics will be required, and it will be quite playable with the GHQ miniatures since there will be little need (or desire) to stack units. The game should be available in the first half of 1988, and the only other item needed to play it will be *BEYOND VALOR*.

In conjunction with *West of Alamein*, I'll also be working on *Hollow Legions*, which will bring the Italians into the *ASL* system. This module will have two more open desert boards (30 and 31), the usual eight scenarios, three countersheets with the entire Italian OB, and the pertinent Chapter H listings and tables. No new rules will be included, and only *West of Alamein* will be needed to play it. *Hollow Legions* will be available in the latter half of 1988. Incidentally, for those of you who just can't wait, boards 25-32 should be available by mail order ($4.00 apiece) by the time you read this column.

If all goes well, by late next year I hope to be working on the Pacific and/or Minor Countries module—probably the Pacific one since it will be something entirely new and should generate a great deal of interest among players. Last but not least, I should mention that Charlie Kibler is working on the prototype of a module tentatively called *Red Barricades* which covers the intense struggle in and around the ordnance factory in Stalingrad. This will be another departure for the system, having one large (22″ × 32″) unmounted, non-geomorphic mapsheet which depicts the historical, actual terrain of the ruined city from west of the factory to the cliffs overlooking the shore of the Volga. Charlie envisions eight scenarios—and possibly a massive campaign game to top things off. Also included will be a few pages of special rules to cover some new terrain types (steel debris, roofless factories, interior walls, and such) and perhaps even a countersheet with more Russian and German infantry and SW. We've already played in several sessions of *Red Barricades* and I have found it quite interesting.

Bob McNamara

Just when we thought it was safe to go back into our offices, ''Tyrannosaurus Rex'' (the illustrious editor) stalks in and demands the yearly reports on just what the heck it is we're working on. Since he wouldn't accept my explanation that I was working on my tan, I felt obliged to submit the following.

Tac Air is my only fully scheduled game at this time and should be out sometime this fall. This is a very unusual and interesting game that covers a portion of Germany during a postulated Soviet invasion in the late 1980s or early 1990s. The scale is two kilometers per hex and three hours per turn. The ground and helicopter units are mostly battalions and the air units are flights or elements. Where this game differs from others

of similar topic and scale is in its very detailed emphasis on the effects of air power on such a conflict. Careful planning, a degree of pure animal cunning, stealth and balanced use of assets are required to play effectively. To maintain an effective and coherent ground attack or defense, a player must keep his armor and infantry units in both command and supply while providing artillery support and air cover and/or a SAM network to cover the ground units. Air units can ''fly'' escort or air superiority missions to fight the enemy air, or ground attack missions to influence the land battle by striking at combat headquarters or supply units. Air units used for escort or air superiority can greatly reduce enemy airpower, but this has no immediate effect on the ground battle. Direct fighter-bomber support for the front line ground units can favorably influence individual combats. Air strikes on supply columns can reduce numerous enemy ground units' effectiveness, and strikes on headquarters can render entire regiments and brigades motionless—but these attacks require costly (if the enemy defenses are properly organized) penetrations into the enemy's rear areas. There is never enough airpower available for everything that needs to be done in *Tac Air*.

I have three other projects that are ''penciled in'' at this time, but with no firm release dates established. *Gettysburg* will be yet another version (the fifth) of this durable best-seller. The current edition will shortly be sold out (order now to be sure of getting one) and be replaced with my newer version. The new *Gettysburg* will be a totally fresh design with no relation to the earlier games. The emphasis will be on playability and it should be out for the battle's 125th anniversary next July. *MBT* (''Main Battle Tank'') is a tactical modern ground game designed by Jim Day that should be out for Origins next year; playtesting is proceeding. Also in the works is *West Front*, a companion game to *RUSSIAN FRONT*. There have been some hang-ups and problems in the playtesting that have to be solved before this one can find a place on my schedule.

S. Craig Taylor, Jr.

As the production of *YANKS* was winding down, I turned future *ASL* development over to Bob McNamara's capable hands so that I could concentrate on other projects. Little did I know that my venture into new fields would be so fruitful so fast. I am pleased to report that I was lucky enough to have no less than three outstanding games fall into my lap almost immediately. Their respective designers have done their work extremely well. Each game is innovative, simple, exciting, and fun—four elements I value most highly in games. Developing these games has been a real treat. Never in my 16 years in the business have I had it so easy! All are excellent designs with little need of further polish and should be available early in 1988. What is more, they are on three subjects as varied as any three board games could be. Any board gamer who can't find something for his particular taste among these three just isn't trying.

Dinosaurs of the Lost World was designed by Mick Uhl and it's easily his best work ever in my opinion. The game, based loosely on Sir Arthur Conan Doyle's *The Lost World*, allows one to four players to explore a land that time forgot. Each player leads his expedition across a hexagonal map of the Lost World plateau in an attempt to discover, film, and collect specimens of prehistoric life. When those specimens include pterodactyls, triceratops, or a full-grown tyrannosaurus things can get pretty exciting and you

BEYOND THE PALE
Expanded NATO
By James Meldrum

NATO is an up-to-date simulation of a hypothetical Warsaw Pact/NATO conflict in central Europe. As such, it provides a vehicle for experimentation to determine how some other factors mentioned in the rules, but not directly simulated in the design, might affect the outcome of such a conflict. One such item not directly simulated in the game are the use of certain U.S. units deployed in forward areas (like the armored cavalry regiments) together with other specialized U.S. and Warsaw Pact formations. These could be added to determine how they might affect the outcome of the battle for the central front. Tactical nuclear warfare is another factor that is very adequately simulated, but the effects of detonation in individual map hexes and the resultant battlefield contamination is glossed over.

Below are rules to simulate both of these factors—new units and tactical nuclear effects. Their use is entirely optional. Players owning copies of the game may wish to make counters to include the new units and to help in simulating the effect of battlefield nuclear usage. Below also are simple rules to simulate certain political possibilities, such as the "Western European Union" or "Warsaw Pact Disintegration":

Additional Units

Readers owning *NATO* will, at first glance, notice that certain units like the armored cavalry regiments, together with other units, that could participate in the opening stages of a Warsaw Pact/NATO war are not included in the countermix. According to Rule 222, the armored cavalry and West German border guard units are "simulated but not represented". This is not a serious problem; but for players who desire to see the full spectrum of units represented, the following variant is suggested.

Using blank counters and a "razor-tip" felt pen and a drafting erasure template, make two copies of the U.S. *3ACR* regiment. These two new units may be deployed in any hex adjacent to the East German or Czech borders anywhere south of the 36 hexrow.

An East German marine regiment may be made and included in the Warsaw Pact OB to simulate the limited capability that East Germany has to make amphibious landings. If used, this unit starts the game in Rostock (hex 2111). Another unit that players may want to include is the Luxembourg militia brigade (Luxembourg's contribution to NATO). This unit always begins the game in Luxembourg city (hex 4528).

There are several other American units that could possibly participate in such a European conflict which are alluded to in the game rules but not included. These number the U.S. 82nd Airborne, the 101st Airmobile, the 9th Infantry and the 2nd Marine divisions. The factors and strengths for these are found below. The 101st Airmobile Division moves through all terrain at a cost of one movement point per hex, and *always* has a movement allowance of four. Players may wish to experiment with these U.S. units to determine how their participation may affect the outcome of any conflict. To make their appearance random, roll a die for each American unit; if the die roll is even, the unit appears and if odd, it does not. Next, roll a single die for each unit that is available to be used; this die roll corresponds to the game turn number that it will enter play. All U.S. units are considered to appear via air transport except the 2nd Marine Division, which arrives via naval transport, and the

9th Infantry, which may arrive via either air or naval transport.

Unit	Step 1	Step 2	Step 3
2ACR	3-4-3 (1)		
9 Inf	3-3-4 (3)	2-3-3 (2)	2-4-2 (1)
11ACR	3-4-3 (1)		
2 Marine	4-4-4 (3)	3-4-3 (2)	2-4-2 (1)
82 Abn	3-A-4 (2)	1-A-1 (1)	
Lux Inf	1-3-1 (1)		
101 Ambl	4-A-3 (2)	1-A-1 (1)	
EG Marine	2-2-2 (2)	1-2-1 (1)	

Tactical Nuclear Warfare

One important factor in modern combat will be the use of tactical nuclear weapons. Rules 187-195 deal with the use of tactical nuclear weapons in Europe, but there are a few extra elements that could be added for extra realism if players are agreeable. All provisions of Rules 187-195 are used in conjunction with the following variant rules.

Each time a tactical nuclear atack is made, there is the possibility that nuclear contamination will result in the target hex. After resolving any nuclear attack which results in a target unit losing either a step or being completely eliminated, the player making that attack refers to the "Nuclear Contamination Table" and rolls a single die to determine if contamination occurs.

Nuclear Contamination Table

Type of Target	Die Roll					
	1	2	3	4	5	6
Fixed	—	—	—	X	X	X
Mobile	—	—	—	—	X	X

X = Nuclear Contamination; place marker.
— = No Effect

If contamination occurs, a nuclear "burst marker" is placed in the hex. (These markers must be made by the gamers.) On the game turn that tactical nuclear warfare begins, place one marker in *each* port and Reforger site on the map. Units may not occupy hexes which have a burst marker in them, nor may they move through nor voluntarily retreat into such a hex. Units which are forced to retreat into such a hex must lose one step immediately. For all other individual attacks, the nuclear contamination table must be consulted each time a target unit losses a step or is eliminated.

Political Events

If another war ever comes to Europe and involves the NATO countries, it will very likely be a "come as you are" affair that may simply prove the adage, "the war that you expect is not the one that you get". While *NATO* does a fair job of simulating a conflict like this will probably be fought, there are other ways in which another war in Europe might develop. For that reason, I would like to include several political variants to simulate other events in a conflict in Europe.

Western European Union:

This variant may be used with any of the three scenarios presented in the game to simulate a reduction in American participation in NATO's defense. Both of the U.S. armored divisions which normally start the game in Germany are removed and appear as reinforcements on Turn 5 when this variant is played; all other American reinforcements appear one turn later than usual. All other non-U.S. rein-

forcements appear one turn *earlier* than indicated; however, all West German reinforcements appear two turns earlier. All NATO air support and NDPs remain the same, as do the victory conditions in all scenarios. This variant may be played through either eight or 15 turns.

NATO and/or Warsaw Pact Disintegration:

These variations may be used with any scenario found in the game. Either one or the other of the respective alliances, or perhaps both, may break apart under the political pressures of modern warfare. Players may experiment with these options as they wish to add variety to their play. In any case, this situation would represent the worst possible event for either NATO or the Warsaw Pact. Forces of the Soviet Union and East Germany never declare neutrality or rebel; likewise, the forces of the United States and West Germany never declare neutrality under any circumstances. If any NATO country (with the exception of Luxembourg) declares neutrality, all American reinforcements arrive one turn earlier than indicated.

Any time this variant is invoked, players must roll a die for each of the countries within their respective alliances and consult the "Reliability" chart below. Neutrality or rebellion is determined only at the beginning of the scenario. In a situation where neutrality occurs, the units of the neutral country may never leave their country and may not conduct attacks. Reinforcements are not taken for a neutral country. If attacked, these forces will rejoin the opposing alliance. When a rebellion occurs, the rebelling nation's forces are controlled by the opposing player to attack enemy units within their country or adjacent to their borders, but may not leave their homeland. All reinforcements for rebelling countries are taken normally.

Reliability Table Country

Country	Die Roll					
	1	2	3	4	5	6
Poland	—	—	N	N	R	R
Czechoslovakia	—	—	—	N	N	R
Great Britain	—	—	—	—	N	N
Belgium	—	—	—	N	N	N
Holland	—	—	N	N	N	N
Luxembourg	—	—	—	N	N	N

N = Neutral
R = Rebellion
— = No Effect

Warsaw Pact Fragmentation:

Current events have demonstrated that there is some question concerning exactly how reliable the component countries of the Warsaw Pact may be. Suppose a NATO-Warsaw Pact conflict saw a breakup of the Pact at the very beginning, rather than later as many predict. What might happen then? To simulate this situation, the Warsaw Pact player assumes that both Poland and Czechoslovakia declare neutrality. Victory conditions remain the same. This variant may be used with all scenarios, but in order to compensate for the non-participating neutral Pact forces, the player should use the extended build-up reinforcement schedule.

NATO Fragmentation:

This variant assumes the same kind of situation described above, except that it is NATO which has fallen apart. Britain, Holland, Belgium and Luxembourg are all assumed to be neutral. The NATO

player receives reinforcements as per his extended build-up schedule. Victory conditions remain the same.

The Bidwell Variant

This is new, short scenario based on Brigadier Shelford Bidwell's book *World War 3*. Here, Soviet and Warsaw Pact forces make a limited incurison of West Germany to seize a nuclear weapons facility located near Hamburg in an attempt to prevent West Germany from developing a nuclear capability of its own. NATO, in spite of being crippled by indecision, responds to meet the Soviet invasion.

This scenario is a simple variation of the "Strategic Surprise" scenario. It lasts eight game turns and NATO reinforcements may arrive one turn earlier than indicated. In order to win, the Warsaw Pact player must have one supplied ground unit spend two complete game turns in the city of Hamburg, and must have one supplied ground unit spend one complete game turn in any hex adjacent to Bonn. Warsaw Pact units may enter only West Germany. All Warsaw Pact units must withdraw into East Germany by the end of the scenario or they are considered destroyed and will count for victory determination purposes. When the Warsaw Pact player manages to occupy Hamburg as specified, he receives a bonus of 15 Victory Points. Having a unit adjacent to Bonn as described gains him a bonus of 5 Victory Points. With these additions, all victory conditions of the "Strategic Surprise" remain the same.

There are a few special rules applied to the "Bidwell Variant". No Warsaw Pact unit may cross the Rhein River. On Turn 2, NATO units may be activated, except the British (which are activated on Turn 3). As a further option, players may—with mutual consent—extend the scenario to ten turns and allow the Warsaw Pact player to invade Austria. An additional 5 Victory Points will be awarded the player holding both Linz and Salzburg at the end of the game. ☆

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AH Philosophy . . . *Cont'd from Page 32*

often wonder just who is the specimen and who is doing the collecting. Players compete to be the first to collect 25 Victory Points and successfully escape from the Lost World plateau. The real innovation here lies in how you get those Victory Points. As players traverse the map, they discover certain sites which they can enter to undertake an "Adventure". Each Adventure site leads the player along the illustrated frames of a comic-book style narration of actions that can reward or penalize the player. A player who has earned Experience cards can use them to improve his chances of circumventing the dangers therein. Those without such cards must trust to fate. Beautifully illustrated by Jim Talbot, these Adventures vividly portray a wide assortment of experiences that will vary each game in accordance with the explorer's cards and die rolls. Event cards lend a degree of uncertainty as players are called upon to battle creatures or deal with other cruel twists of fate. While luck is certainly an important element, skillfull play is also rewarded (as you've come to expect in any Avalon Hill game). Although dinosaurs may be the most frightening creature you'll encounter, your fellow players may be more dangerous. Beware of other expeditions sneaking into your camp to steal specimens or tools.

Perhaps the real value of this game lies in its attraction to children. Kids are quite taken with this game as I can well attest. I am no sooner in the door then my 9-year-old daughter is clamoring to play "the dinosaur game" again. As such it is an excellent vehicle to introduce family members to the world of simulation games. Although the game has a basic version for children with only one page of rules, the full game has plenty of challenge for the most erudite gamer. Like another recent favorite of mine, *TV WARS*, this game appears to be dominated by luck at first glance. However, astute gamers will soon discover the subtle strategies that lead to consistent wins. As in most multi-player games, timing is all-important. Staying out of the lead—or the other players' perception of the lead—until you can make your position too dominant for the others to bring you back to the pack is crucial. Unlike most multi-player games, this one doesn't suffer from a lack of players. *Risk*, for example, would be considered boring with only two players, but this game does not suffer significantly when played by two. Furthermore, it has an excellent solitaire version which is, in some simulation respects, superior to the multi-player version. An excellent design. I recommend it highly for anyone who is interested in the subject, has a youngster who is, or who just enjoys simple, innovative and attractive games. It will definitely have a prominent place on my game shelf.

Another fine game that will compete with it for my attention is Courtney Allen's latest design *Thunder at Cassino*. Set during the third battle of Cassino in March 1944, the game portrays some of the most vicious mountain and city fighting seen in World War II. *Thunder at Cassino* uses a modified form of Allen's award-winning *STORM OVER ARNHEM* game system which works even better than its predecessor because the situation has so much more to offer. Arnhem, being a siege, tended to be static with the British limited to reacting to the German probes of his perimeter. In *Thunder at Cassino*, the action flows across the map with a great deal of maneuver for both sides. The influx of reinforcements leads to strong counterattack possibilities. Invariably, a close game ends with the Allies on the defensive against a German counteroffensive.

Last, but not least is a science fiction trading game called *Merchant of Venus*. How's that for a change of pace? This is Richard Hamblen's latest design and his best since *VICTORY IN THE PACIFIC*. When I first heard that Richard was working on a science fiction game I was nonplussed. "Another space exploration and conquest game, ho hum". I soon changed my mind when I played it. This may well be the cleverest design I've ever seen. When is the last time you've played a multi-player game that you enjoyed equally well whether you were playing with six players, two, or solitaire? This game is that rare commodity. *Merchant of Venus* includes an optional "dummy" player called the "Rastur" which can be used with any number of players but is mandatory for solitaire play and recommended when playing with two. The Rastur can be likened to a space-faring Mongol Horde which conquers everything in its way. Players must win by completing their trading and/or Empire building against the backdrop of this rampaging terror before they are overcome. With three or more players, the Rastur aren't really needed as you can count on your fellow players to provide sufficient threats of their own.

The premise of *Merchant of Venus* is simple. Each player plays the role of an inter-galactic space voyager traveling between the stars of a war-torn cluster to discover lost worlds and trade with the inhabitants. An ingenious, yet simple, mechanism controls which goods each culture will buy and sell—making trade more than a matter of just movement from here to there. Supply and demand ebbs and flows with shortages creating profitable bonuses for those in the right place with the right goods at the right time. Along the way there are hazards to avoid, battles to be fought, deals to be made, and technologies to be acquired. During play, players will build bigger or faster ships with better armament and propulsion systems or erect forts, ports, or factories as part and parcel of their own trading empire. Such empires greatly faciitate profits but tempt incursions by pirates and revolts instigated by other players.

Unlike most trading/economic games, this one does not bog down into an accountant's exercise—there is virtually no record keeping or writing involved. The whole thing is very simple and straight forward. The blend of economics, technology, and warfare are reminiscent of a sophisticated *RAIL BARON* wed with *CIVILIZATION*. Fans of either of those games will love *Merchant of Venus*—regardless of their penchant for the subject.

Don Greenwood

So the months between now and next ORIGINS should see a game on most anything rolling off our presses. In my observation and playtesting of them, one common thread seems to link all of these games—the designers and developers are more enthusiastic about *The Alamo*, *West of Alamein*, *Hollow Legions*, *Partisans*, *Tac Air*, *Dinosaurs of the Lost World*, *Thunder at Cassino* and *Merchant of Venus* than I have seen them in some time. And that bodes well for the rest of us game players.

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SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 86   Total Responses: 319

			Rank Times		
Rank:	Title	Pub	Last Time	On List	Freq. Ratio
1.	Flight Leader	AH	5	6	2.1
2.	Napoleon	AH	—	1	2.0
3.	B-17	AH	8	6	1.9
4.	Gunslinger	AH	—	1	1.9
5.	Advanced SL	AH	6	9	1.8
6.	Diplomacy	AH	10	10	1.7
7.	Paratrooper	AH	4	9	1.6
8.	Third Reich	AH	4	38	1.6
9.	Up Front	AH	16	20	1.5
10.	Beyond Valor	AH	7	4	1.5
11.	Dauntless	AH	2	2	1.5
12.	Longest Day	AH	—	1	1.4
13.	Luftwaffe	AH	13	2	1.3
14.	Squad Leader	AH	15	38	1.3
15.	Empires in Arms	AH	—	1	1.2
16.	Russian Campaign	AH	11	38	1.2
17.	WS&IM	AH	12	3	1.1
18.	VITP	AH	—	1	1.1
19.	Ambush	AH	—	1	1.0
20.	Hitler's War	AH	—	1	1.0

The weak response to this regular survey (the fewest received in some years) is certainly responsible for the unusual composition of the listings this time around. No fewer than seven titles appear on the list for the first time in recent memory. Readers will also surely note that some of the titles in the top ten have never enjoyed such a strong showing. No doubt, the latest coverage in the pages of The GENERAL has something to do with the likes of *EMPIRES IN ARMS*, *NAPOLEON* and *VICTORY IN THE PACIFIC* rising to the top twenty in players' preferences, but the strong showing of other titles—such as *HITLER'S WAR* and *GUNSLINGER*—is not so easily explained. The suddenly volatile nature of this survey is most intriguing, and may be an indication of the changing tastes of this readership. A close eye will be kept on the column here.

EAST WALL
The Russian First Turn
By Rich Miller

I remember the first time I saw a copy of *RUSSIAN FRONT*. I thought, "oh no, not *another* Eastern Front game." But I picked up the copy to read the back of the box. The first thing to catch my eye was that map—very attractive to look at. The colors are carefully chosen to compliment each other in appealing ways, thus producing a seductive image that leaves any gamer staring in deep admiration. I read the description about the "unique combat system" and grew wary. I looked at the pictures of the playing pieces to get an idea of what kind of a system this was. I recognized the three familiar factors and appreciated the flavor imparted by the black background of the German armored corps. Having faith that the mysterious system would match the quality of the components, I decided to take the plunge.

Eagerly learning the rules, I could see that my decision to buy was well rewarded. The system *is* as good as the map and counters. It combines both new and old simulation concepts in a harmonious whole that represents the cumulative experience of wargame design today. With it I could spend hours planning the "perfect" attack, the "best" defense. The result of those long, pleasant hours is this—my first attempt at devising a solid defense for the Russian player. The defense was designed with all optional rules in effect. Interior forces are placed to augment the defensive stance of units in the Military Districts; therefore, certain of these units will be included in the discussion on individual Military Districts.

Leningrad Military District

Three ground units man the northern approaches to Leningrad. A solid line is necessary here, because the Finnish 5-5-4 infantry is capable of using "Extra Movement" to capture Leningrad or Schlusselburg, cutting off supplies. The 7th Infantry anchors the line at Lake Ladoga. It can easily fall back on Schlusselburg and defend the port with the help of the flotilla from Volkhov. An additional naval factor here will offer the Marines a chance to cut the supply line of any Finnish drive on the Svir. But beware of Axis air, they may sink your chances of success.

Looking for a few good comrades are the Marines at TT18. This valuable unit has the best defensive ground (river/forest) in walking distance of Leningrad. From here, they can threaten Narva, Tallinn and Helsinki with invasion. Meanwhile, the 23rd Infantry is poised to take advantage of a poor Finnish opening. Assuming that Vyborg is attacked (a reasonable assumption), the 23rd can retreat to TT16 where it may find a number of opportunities open. It could, with naval support, sever the rail line at UU15. Or perhaps the Finns decide to leave Helsinki open for one turn to attack Hango, moving back to Helsinki in July; if so, the Finns are open to a killing blow.

The 10th Armored occupies WW20 for the sole purpose of satisfying the set-up requirements. Leningrad air can aid its survival by absorbing a hit if it is attacked. The Finnish air is unlikely to be committed here. They'll be pushing for Leningrad to keep the Factory unit from moving away. The Soviet armor can quickly move through the forest to assist in the southern defense of Leningrad.

The Onega Flotilla is literally in a backwater of the war. Rail priorities mean that this unit will be stuck long enough for the Finns to force an evacuation to the bottom of the lake. But will they? Maybe they'll leave it alone to prevent you from rebuilding it elsewhere in a more useful location. On the other hand, it may be that they need the city of Petrozavodsk for Victory Conditions. In any case, it's worth fighting for, as it makes a good anchor for the four-hex line ending at SS22.

The air unit is based in Leningrad. It can support the 10th Armored, or you may decide to throw it at the Finnish air. The superior replacement capacity of the Russian player suggests engagement. However, the six replacement factors required to replace this loss may be sorely needed for Soviet ground units elsewhere, a factor to keep in mind when committing it. The decision will be academic if the Finns attack Hango, covered by Army Group North's air. The Finns might even make an airbase attack to keep you from using Transfer Movement. Two reasons for such a transfer to Gomel or Orel seem obvious to me, and represent a headache for

the Germans: Gomel is a fine central location; Orel allows you to mate the air with the 2nd para from Moscow. Something to consider.

Baltic Military District

The main objective for your Baltic Forces is to prevent the capture of Vitebsk in June. In order to do this, a unit must occupy the rail line at KK7. Only the enemy Army Group North armor will be able to convert the rail line up to MM9 to support a drive on Vitebsk. Army Group Center armor, starting from HH4, proceeds to blitz KK6, spending five movement factors, with seven hexes left to reach JJ12, jump-off point for Vitebsk. The maximum movement of the best German armored unit is only 11, so the necessary movement is clearly impossible.

There is a small price to pay for this. The hex at NN5 is left unguarded. The Germans will not need a blitz to enter Riga, though they will still have to pay two movement factors as if they were blitzing. What happens if Riga is entered? First, the 3-3-7 fleet can evacuate to Hango or Tallinn. To prevent a Hango basing, the Finns must place a Battle Location counter there *before* the Germans enter Riga. Secondly, the Germans can elect to eliminate the 3-3-7 fleet by exploiting armor into Tallinn. The 5-5-7 fleet can evacuate to Narva or Leningrad. And the 3-3-7 will now be available for redeployment—for a price in replacement points of course.

Pskov is another choice early objective that the Germans will be aiming for. The closest they can come is just one hex away; but not LL14. This will give them a head start at converting the rail lines for the drive on Leningrad. The Russian 1st Armored can easily retreat to take up better ground. The 27th Infantry, untouched by enemy zones of control, can utilize strategic movement towards Leningrad.

The men on the front line have a job to do too. By sitting right on the boundary, they force back the placement of any Reserve units. The 11th and 16th Infantry side-step the panzers by attempting
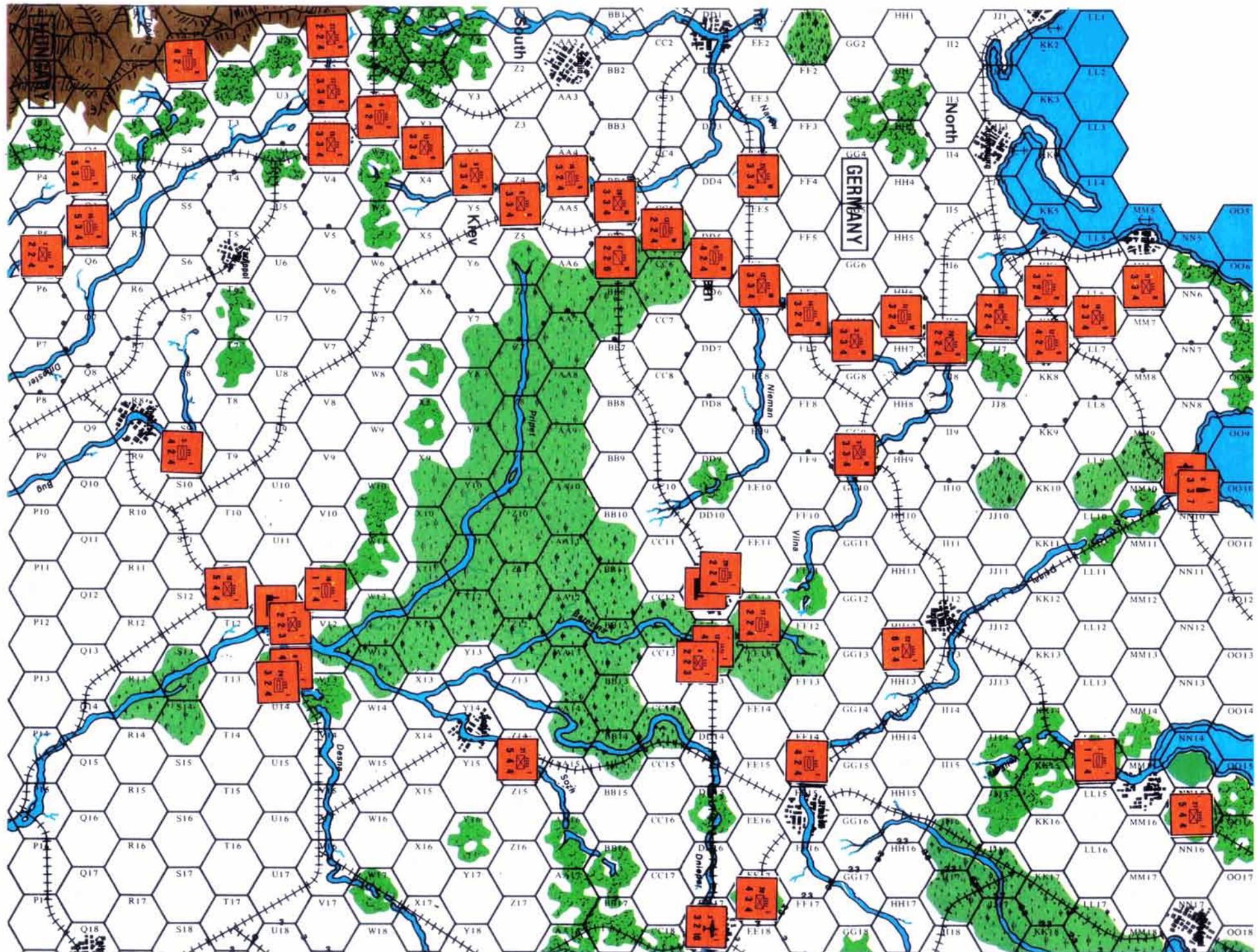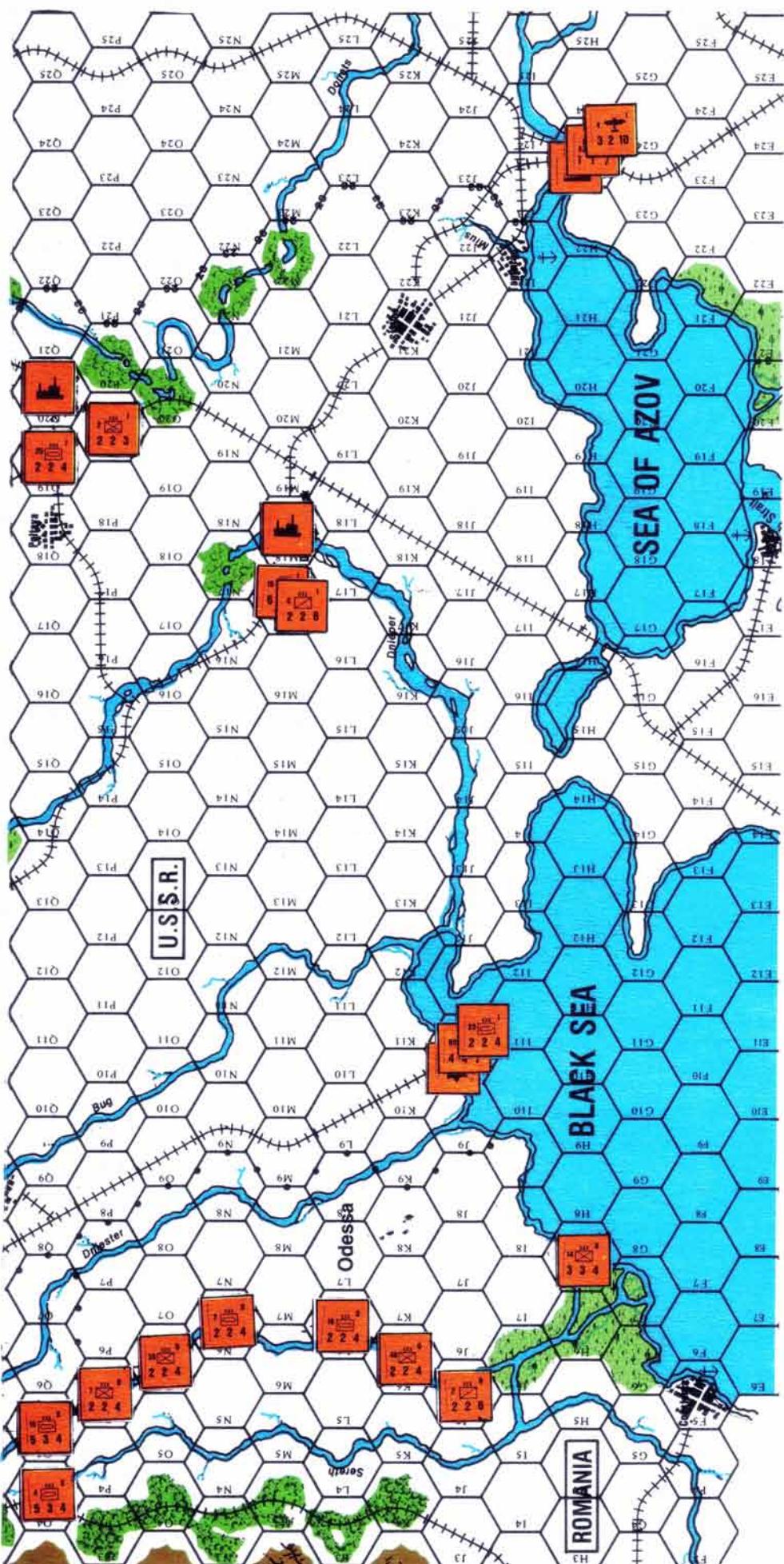
a retreat to the coast, from whence they can harass the rail line. The German player will have to deploy precious units to prevent this retreat. Be alert for any chance to retreat to LL5 if clear of any enemy units.

Western Military District

The Western Forces help shoulder the burden of protecting Vitebsk. A solid line backed by interlocking zones of control by Interior units does the trick. The 7th Armored and 22nd Infantry work together to close the gap to exploiting panzers. The 7th also guards the Minsk-Smolensk railway. The 17th and 20th Armored keeps enemy zones of control away from the two "leg" units near Minsk. The 13th Infantry can use a strategic move to form up the next line. The 4th Para can likewise move to garrison Smolensk. Now the armor can easily traverse the marsh to join the 13th on line.

The five infantry corps are deployed in a "strong-point" defense. The German panzers could break-through an all-infantry line without problem. So this infantry is put to better use defending key objectives the panzers are unlikely to attack. The forward airbases of Bislystok, Grodno and Brest-Litovsk are all held by infantry. They can be taken, but not as easily as if they were held by armor or cavalry. The 3rd Infantry denies control of the replacement city of Vilna for a turn. The 5th Infantry will attempt to join it there.

The 11th Armored is placed on HH6 to harass any enemy Reserve placement. The rest of the Soviet armor fills out the line and prevents a first-turn attack on the 6th Cavalry. The 6th Cavalry has a two-thirds chance of surviving an out-of-supply condition; if it makes it, no German rail movement will be possible through Brest-Litovsk in July. This would restrict the flexibility of your opponent to switch forces from one line of advance to another in the first crucial turns.

If, in these first turns, the German player is remiss in his deployment, you can spring some nasty surprises on him. The rail line leading to Kaunas is vulnerable to to an attack by a supplied 3rd Infantry. And either one of the armored units near Minsk can project a zone of control to CC4, cutting the rail to Brest-Litovsk. It's enough to make any German start chewing on rugs.

Kiev Military District

There is not enough manpower to prevent a German breakthrough. The best you can hope for is to contain the blitz and salvage the stronger units to continue the fight. The furthest penetration possible for the Germans will be S10. If enemy armor occupies Vinnitsa, it will be out of range of air support and liable to attack by the 16th Infantry near Kiev. Russian armor can surround the spearhead and prevent retreat to insure destruction.

The 16th serves another purpose as well. A German player who has pushed his panzers into a vacant T11 may be the adventurous type. In July, he could enter Kharkov in the Ground Movement Step (using extra movement) and Voronzh in the Exploitation Phase. Strenuous rail conversion (with help from the German infantry in Rumania) and a disdain for casualties is all that's required (not to mention lack of Soviet garrisons). Come to think of it, why not leave T11 vacant? The Panzers are beyond air support and vulnerable to counterattack. They would be vulnerable in Voronezh too. If you plan for this contingency, leave the 5th Russian Armor in Vinnitsa.

One good reason the German may not take the bait is the fact that if Kharkov is German-controlled, the August reinforcements for Russia can be placed in "Any" in September. A devious German player

Figure 3: The Southern Front with Interior Forces. Not shown are the 3 Para, BS squadron and BS Marines in Sevastopol.

will leave the city in supply, while cutting the rail and then starve them out.

The 1st Paratroopers can be placed in Kiev if you expect to drop them or in U13 to facilitate Strategic Movement. Each placement has its own problems. Russian air may be unavailable for the jump and movement from U13 may place them squarely in the path of the enemy. The 19th Armor is in V11 to hinder any panzers trying to skirt the marshes near Kiev. The 9th and 24th Armor can Strategic Move to a number of threatened sectors.

In my set-up, the eleven members of the Kiev Military District itself are carefully positioned for maximum advantage. The 16th Armor prevents an easy first turn conversion of the rail line at AA5. It also protects the 6th Cavalry and upsets German Reserve placement at AA3.

Three infantry units hold the expected breakthrough points. The 50% survivability of a three defense factor unit (on the +7 column) is most useful here. That enemy advance to S10 may not come cheaply and rail conversion may be expensive as well. Any surviving units can then hinder Reserve placement.

The 8th Armored is sandwiched between the forests, forcing any German blitz here to waste scarce movement factors. The 17th and 27th Infantry seal the line and will attempt to fall back on Lwow to form a hedgehog in that city with the 15th Infantry. The 22nd Armor keeps an eye on the Huns. And the 4th and 15th Armored line the Rumanian border.

Odessa Military District

The objective here is to prevent the capture of Vinnitsa and Odessa. There are only two openings for the Axis to use. In order to sever the rail line, they must use the M6 pass. The 2nd and 18th Armor must be attacked to allow Axis penetration. Any surviving defender will be able to regain supply by way of retreat and two-hex movement, barring enemy interference. The 2nd will be in supply then from Q13 and the 18th can reach the coast at hex I8. The enemy will then be able to use Exploitation movement. The only rail that the Axis can convert is at M9, which leaves just enough rail to supply the 5-3-4 armor in its Exploitation Phase.

Axis movement by way of the marsh is possible, though unlikely. It is simply too expensive for infantry and the Rumanian cavalry can go through M6. The Russian 2nd Cavalry can retreat to I8 if out-of-supply and so threaten the rail at I3. The 14th Russian Infantry is on the coast because it has the best chance of survival there. The Odessa garrison remains in the city. If it occupied K11, for example, the Rumanian panzers could enter it. If the Axis navy sweeps the minefield, then that panzer could be supported by a respectable amount of air/naval firepower. It's far safer in the city.

Interior Forces

The philosophy governing placement of interior units is to maintain maximum flexibility in countering enemy maneuvers. Don't be afraid to take an extra hit to reach a critical location. Place units on rail lines whenever possible. My recommended placement is of course subjective, but should prove adequate for most situations.

From *Smolensk* the Soviet 20th Infantry is prepared to Strategic move at EE7. It can reach the key hexes of Bryansk, Vitebsk, AA15, DD14 and II18. The pass at II18 is a weak point. Enemy panzers can reach II21, drawing supply from II16. There, they are in a position to cut the Yaroslav-Moscow line. The air unit is free to transfer from sea to shining sea. No airbase attack is possible here.

In *Gomel*, the 21st Infantry can reach Bryansk, Smolensk, and DD14, among others. At *Kharkov*

DESIGN ANALYSIS

PzKw VIa		15 A 12	
ABS 3.2" 12		GUN 88mm/L56	EffRng 3000m
ABF 4.0" 12		AMMO 92 PEN 4.9" 2 MG 34
GPres 14		8 Wt 60.5t HPWt 11.6
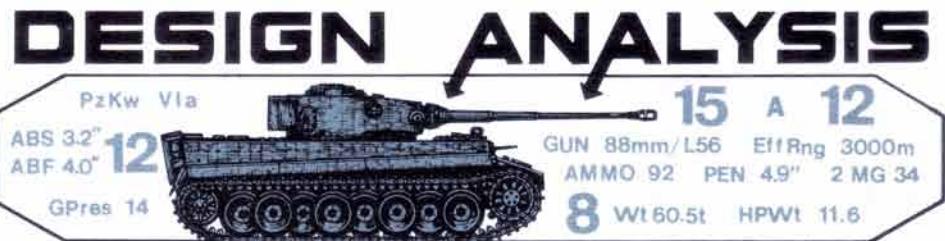
Complete RUSSIAN FRONT Errata

By S. Craig Taylor

The following are the official changes and clarifications for *RUSSIAN FRONT*. You will find that instituting them makes the play progress much smoother. Please add these to your rulebook.

SOVIET OB CARD

Interior Forces: the 4-4-7 "BS" naval unit picture (also the unit counter itself) should show two ship symbols to show that it is a fleet instead of a flotilla.

January, 1943 (20): The "19" army unit depiction should instead show the "27" army unit (a 5-5-4).

GAME CARD

Combat Results Table: The third note should read "Axis First Winter" instead of "Axis First Winner".

The Sequence of Play with All Options: Both 3.e.1 and 3.e.2 should read "Segment" instead of "Step".

Replacement Chart: The Dec '42 line of the "On Board" column should include a dot next to the "14".

BASIC GAME RULES

Revise the first sentence of **4.2.2** to read: As soon as a battle location unit is placed, all ground units in that hex *immediately* lose their zones of control.

To clarify **4.6.3**: A one-hex wide mapboard edge directly *between* two identically colored partial hexes is considered to be a supply source of the same color as the adjacent partial hexes.

Revise **4.6.4.1** to read: Ground units marked with out of supply units may only be moved in a *direction* or combination of directions that would be allowed if they were retreating (see 7.5.2.2 for allowable directions), into an adjacent hex in any direction containing *only* friendly combat units and/or into an adjacent friendly city (fortress, major or minor). They may not be used to convert railroad hexes and their movement factors are halved (round any fractions down), but their attack and defense factors remain the same. Restrictions allowing, these movements *may* cause combats and/or be into enemy controlled cities.

To clarify **4.6.4.3**: Out of supply air units *may* participate in combat in their base hex if attacked.

To clarify **5.2.1.2**: To be used, a mapboard edge partial hex must be located in the reinforcing unit's home country.

Add to **6.1** as the first sentence: Units may be moved alone or together in stacks that can be broken down at any point during movement.

Add to **6.3.1** just prior to last sentence: If located in an enemy zone of control with no friendly ground unit in the hex, treat an air unit as out of supply (see 4.6.4.3).

Add to **7.2.1.1**, Step One, just prior to last sentence: If both sides have choices, the defender chooses *first*.

Add as last sentence of Exception under **7.3.6**: If both sides' engaged units are eliminated and both sides still have unengaged units in the hex, the attacker *must* retreat.

Change the first sentence of **7.4.1** to read: *After* the completion of a round of combat, the defender has the first choice to retreat out of the battle location hex.

ADVANCED RULES

Add as last sentence of **11.1**: Any Axis ally surrenders *immediately* when its surrender conditions are met.

Revise **11.4.2** to read: *Extending* the definition in 4.6.3, to be used as a supply source port, a port city which otherwise does not qualify as a supply source may be used as one if within a five hex long supply route (by land *or* sea—sea routes cannot pass through enemy minefield hexes) to a partial mapboard hex of that side's color.

Revise **11.4.2.1** to read: A port may also be considered as a supply source if there is at least one friendly naval unit and one other controlled and supplied (under 4.6.3 or 11.4.2) port located on the same body of water. By sea, the side must be able to trace a continuous path of hexes from port-to-port of any length without going through an enemy minefield hex.

To clarify **11.4.3.1**: The friendly controlled port must also be a supply source.

Revise **11.4.4** to read: As long as there is at least one friendly controlled supply source port city on a body of water, a naval unit on that body of water is supplied.

Add as last sentences of **11.5**: When moved, units marked by reserve units do so at normal movement rates and costs. Any number of ground units in a hex may be marked by a single reserve unit.

To clarify **11.5.1**: Any ground units marked by a reserve unit may not have expended any movement factors during the Ground Movement Step.

Add as last sentence of **11.5.3.2.1**: Their movements may cause response movements.

To clarify **11.6.1**: Any ground units marked by a refit unit may *not* have expended any movement factors during the Ground Movement Step.

Add as final clause to the last sentence of **11.6.1.2**: . . . and may not be moved during an Exploitation Phase.

Add the following rule:

11.7.2.2.4: If, during a combat caused by pursuit or blitz movement, the combat takes place in a hex containing retreated air and/or naval units, these units are *not* used in the combat.

Add to end of last sentence of **11.7.2.3.4**: . . . (which may take part in the combat).

Revise the second sentence of **11.7.2.4** to read: This movement may include supporting units but may not be into hexes occupied by enemy ground units,

although it can cause normal response movement by enemy ground units (including those retreated from previous blitz battle location hexes and not pursued).

Revise the Note to **12.1.5.1** to read: (Movement through these hexes is still forbidden and zones of control still do not apply.)

Add as the last sentence of **12.1.6.2**: Naval units that cannot move due to ''ice'' may still participate in combats and lay mines in their own naval base hexes.

Revise the last sentence of **13.3.1** to read: Guard units are available as reinforcements on the Turns indicated on the Soviet Order of Battle Card but are handled differently than other reinforcements and arrive on the mapboard in one of two ways:

Add as the last sentence of **13.3.3.6**: Any port city selected must be a fortress and/or major city !ocated in the unit's home country that is capable of serving as a naval base.

To clarify **13.4.1**: A unit moved by rail may not start out of supply.

Add as second sentence of **13.4.2**: Enemy control units do not prevent or hinder rail movements.

To clarify **14.3.1**: A port city containing an enemy minefield may not be used as a naval base.

Revise **14.3.2.3.2** to read: The number of minefield units that can be used is limited by the countermix (6/side) and to one per hex.

Add the following rule:
14.3.4 NAVAL UNITS IN ENEMY MINEFIELD HEXES: Naval units that were not minesweeping and that end a Ground Combat Segment located in enemy minefield hexes *must* leave the hex using the naval return rules during the Return and Transfer Segment (see 15.8).

OPTIONAL RULES

Add as final clause to the last sentence of **17.5**: . . . that does not contain an enemy minefield unit, including hexes containing an enemy combat unit or units.

Add as last sentence of **19.1**: Movement costs are normal. Rail hexes used may have been converted by other ground units during the same Ground Movement Step.

To clarify **19.2**: During blitz combats, to continue the blitz procedures, extra movement factors must be added *before* the blitz unit is removed (once removed, the hex becomes a normal ground combat).

Revise **20.1** to read: In addition to those cases covered in 7.2.1.3.2, a player may also ignore a required retreat in *any other* situations by marking an *extra* hit on an engaged or supporting unit. If all engaged or supporting units are eliminated, the extra hit may be marked on an unengaged unit involved in the combat.

Revise **20.2.1** to read: The phasing player moves an air unit or units to any enemy controlled city (fortress, major or minor) hex that is part of their main connected rail network (traced to the edge of the mapboard—not part of a rail network traced only to an otherwise isolated port city). Mark the hex with a battle location unit and place a rail unit in the battle box with the air unit or units. **NOTE:** With separate Finnish and other Axis rail capacities, the capacity reduced by a railroad attack depends on which of these networks the attacked city is located.

Revise **20.2.1.1** to read: Unless eliminated or retreated from the hex by normally resolved air and/or naval combats, during the Phasing Player's Return and Transfer Segment the rail unit *and* a ''do not use'' unit are left in the city hex to show that the railroad attack took place.

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the paratroopers can mate with the Leningrad Air in Orel or garrison Voronezh. In either case, it will cost a hit for the Extra Movement. The 25th's central location can be used to reach many points; the thin Smolensk line may be one such critical point.

The 5th Cavalry in *Dneprpetrovsk* can back up Kiev's defenders by Strategic Movement. The Germans may well see that it can't, though. In that case, Sevastopol is an ideal location to move to. It frees the two specialist units based there and the Navy gives the 5th Cavalry extra mobility to threaten complacent Germans.

The 19th Infantry can assist any attack on over-extended German armor near Kiev. Or it can garrison Dneprpetrovsk, Poltava or Kharkov. This unit can also move away from fast-moving panzers to I23 to use the one rail movement available. Just one problem—the Luftwaffe might reduce the movement to zero. Then you can't evacuate until July.

In *Rostov*, the inocuous 1-1-7 naval unit is most useful. It requires but two rail factors to move, the least of any flotilla. It is good for upfactoring a potential Marine invasion (say, across Lake Ladoga). It's non-replaceable, so use it to good advantage. Locally, this unit can transfer to Sevastopol, Kerch or Novorassiysk. Meanwhile, the Rostov Air flies nonstop across the country to many more interesting cities (including Kiev, Odessa, Gomel, Bryansk, and Tula).

The units in *Sevastopol* remain in port to keep naval options open. The paratroopers can dock at Kerch with the 2-2-7 naval unit. They can later march to Rostov or Novorassiysk. The Marines may wish to move to Odessa to threaten Constanta or to Kerch to threaten the panzers' supply line. In any case, be sure Sevastopol is safely held, as enemy armor moving up through Rumania can reach it using Extra Movement. Placing a minefield to prevent this may be difficult due to the dominating Axis air.

Summary

Place your units with an eye to the future. You, as the Russian player in *RUSSIAN FRONT*, cannot predict your opponent's moves or the results of combat. Plan for the worst. Be prepared to take advantage of his mistakes. To become an expert player, you must know the rules intimately and apply them to full effect; this will come with time and practice.

Use your Soviet specialist units to maximum advantage. Threaten constantly with Marines and paratroopers. Keep cavalry in or near the marshes. Keep Soviet armor from having to fight the enemy in cities or rough terrain. Deploy your minefields while still out of range of enemy air and naval units. Keep rear area reserves on rails for Strategic Movement. Armor is ideal for this. Use Reserve counters every turn, no matter how remote their possible use. Use refits every chance you have. And keep an eye on the Objectives count at all times.

Above all, be relentless in attack or defense. Never let up on your opponent for a moment. Force him to cover every contingency. He may make a mistake. Then pounce ruthlessly. The Russian player may not get second chance. As in football, the victor is the one who makes the fewest mistakes.

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     4  3  6
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          N
     B  ▲
     4  4  7
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Dear Mr. Martin,

I have been playing wargames for perhaps more years than I care to admit and I have been a subscriber to The *GENERAL* for almost as long. I have been fortunate enough to be the author of an article which was printed in The *GENERAL* some time ago. Even though I enjoy the wargaming hobby very much, I never thought I would be motivated enough to be writing a "letter to the editor" to you.

Every month The *GENERAL* contains a column of the AREA Top 50 list which includes a short "Meet the Fifty . . . " biography of one of the hobby's top players. Each of these players is allowed to expound upon his "Pet Peeve" in wargaming. I would like to use this letter, as others do each month in letters to you, to discuss my "pet peeve" in wargaming.

The latest AH Philosophy Part 118 included in Volumn 23, No. 4 of The *GENERAL*, was the impetus for me to write about my peeve. In advice given in this column, your dad said to you, "to play any game, you have to know the rules." Later in the same issue, in an article by Mr. Michael Anchors (what's an article about *YELLOWSTONE* doing in The *GENERAL*, anyway), the author lists 13 principles about playing this game, including his #1: "As in all games, learn the rules well." What I find ironic about the "learn the rules" advice is that each issue of The *GENERAL* contains articles and columns modifying the rules of games which I own and play (some for many years). As an example, the "Design Analysis" article which, for the latest issue, contained "the official changes and clarifications" for *EMPIRES IN ARMS*. Now, my question to you is, how can I learn to play and enjoy a game when every two or three months the rules will be changing? How do I develop a strategy for winning when I find a maneuver I've used has been declared illegal at some future date? And, most of all, as a consumer, I'm getting tired of products that are not complete!

When Detroit makes mistakes, Ralph Nader forces the car manufacturers to recall all of the defective ones and compensate owners. Is Avalon Hill prepared to follow a similar policy? Or is the company going to start printing on each game box, "The Avalon Hill Game Company is NOT responsible for game design errors, faulty rules development, and/or modifications which might have to be made to this game in the future. Purchase this game at your own risk." I'm sure such wording would do wonders for sales.

Now I do appreciate reading about clarifications and rule interpretations which help me better enjoy my games. But, in the latest issue, the "Question Box" attempted to clarify rule 29.11 of *THIRD REICH* as follows:

Q. Is a two-port hex considered as one naval base or two for interception purposes?
A. Yes.

Yes what? One base or two? Thanks for clarifying that rule!

Thank you for the opportunity to vent my frustrations.

Kenneth Waido
Fort Collins, Colorado

The problem of "Errata" (which is what you seem to be complaining about) has been around since the first game was commercially published. I agree; it can be annoying to find that clarifications to existing rules, or even changes to some crucial rule, invalidates your favorite ploy. And with the increasing complexity of the wargames on the market these days, the problem seems to be growing. But, I think you may be intemperate in your protest.

It is inevitable that there will be errors in any printed product—book, magazine, or game. Much of the "errata" in our pages refers to simple typos or errors in grammar. Other entries simply clarify existing rules in order to eliminate confusion; the rule hasn't changed, just how it is stated. These types of questions comprise some 90% of the "nutmail" that we answer. (I will point out that Avalon Hill has always been willing to answer rules questions on its games, something that many companies don't do at all.) As for the occasional change or addition to an important rule to a game, these usually arise because, despite all the testing that is given to a game before its release, there are some very clever and critical fellows among your compatriots in the hobby. With several thousand of them eager to dissect our latest game, they sometimes turn up a game trick or problem that we had not thought of. When they write to us proud of their achievement, we are equally proud to add their discovery to the rules to make the game in question as near perfect as possible

As for "recalling" cars, I think you are stretching too much to make a point. Rather than comparing what we do with a totally different industry (one where mistakes can cost lives), how about keeping it to the publishing industry. When was the last time you saw a book publisher "recall" a book because there might be "errors" in it? Or run a blurb on the cover announcing that certain sections of it may be in error, that the buyer should beware purchasing it? As with so many who complain, you fail to temper it with some common sense. We do the best we can—and very, very few of the games have any serious design flaws. If any are discovered, then we correct them as promptly as possible in the pages of The GENERAL for our readership and then in the next printing of that game. And that's about the best that can be expected of any game company; if you find one that operates differently, I would like to hear about it.

As for the 3R question, blame that one on me and poor proofreading at a late hour of the night. The last phrase, the one that was left off, should read: "one navel base for interception." Sorry for the confusion.

★★★★★

Dear Mr. Martin:

In response to the letter about complexity ratings (Vol. 23, No. 4), I would like to comment on the solitaire suitability side of this argument. I believe that the solitaire ratings given on the game boxes now may be a guise to lure some of us "closet" wargamers into buying that particular game. For example, I recently saw the movie "Top Gun", and was thrilled about the prospects of playing a game that would maybe give the feel of a supersonic dogfight. So, being the impulsive fellow that I am, I rushed out and bought *FLIGHT LEADER*. The solitaire rating for that game is "high". I played several scenarios by myself, and then I played with a friend (who I had to practically coerce to play the game). The game was *much* better with an opponent. So what does the "high" solitaire rating mean?

If a person likes to analyze every possible move a tank, squad, ship or plane can make, then any game can be played solitaire. But, if one likes competition, then this kind of "solitaire" can be very boring if there is no one to play with. *FIRE-POWER* is a good game, but the solitaire rules leave a lot to be desired. I hope that the upcoming solitaire game of WWII armor combat (*PATTON'S BEST*) is good.

The reason I am so picky about solitaire games is because I have no one to play the games I own with, and I own several wargames. You can't believe how frustrating it is to own the complete *SL* and *ASL* system and not have anyone to play the scenarios with. I have put ads out at work and local community papers without any response whatsoever. So, solitaire games are important to me. I am an afficianado of WWII, and can think of no other way to experience this action but through a game system.

Unless a game is exclusively designed as a solitaire game, I feel that the solitaire suitability rating should be left off of the package. I believe most gamers will buy a game whether or not it's suitable for solitaire play if it is a game that they would like to play or study.

Ricky Hamel
Sherman, Texas

★★★★★

Dear Editor,

Due to lack of opponents, I often play wargames solitaire. I've purchased several solitaire games by other manufacturers and found some of them to be challenging and thought-provoking. However, my purchase of Avalon Hill's *B-17* was a disappointment; a "dice-game" permits few opportunities for decision-making. The allotment of machine gun fire against enemy fighters is nearly always obvious. When I noticed Avalon Hill's release of *PATTON'S BEST*, I feared the same type of dice-game. However, being a tank addict, and looking for a way to spend my recently won discount, I half-heartedly sent in my mail order for *PATTON'S BEST*.

A pleasant surprise indeed! Confronted with time constraints, available crew actions, numerous routes to the objective, and varying levels of German resistance, I found myself—as an M4 tank commander—being challenged to simultaneously protect my tank and achieve the objective. The above-mentioned possibilities are only a small sampling of the options prospective Sherman tank commanders must consider. The timid commander may waste precious time, while the foolhardy may suffer unacceptable losses. But sometimes even the best decisions/tactics may not save your command from unexpected events.

For what it's worth, I recommend *PATTON'S BEST* on the basis of exciting play, quality game components, and rules clarity. Any "tank addict" will find the game a challenging and informative depiction of tactical armored warfare.

Kenneth Kloby
Hackensack, New Jersey

★★★★★

Dear Sirs:

I was awestruck; I was frightened; then I was outraged; I was not alone in this; the sympathetic vibrations from other would-be Napoleons reached me through the aether. What? The lowly Austrians have *at least* a 50-50 chance in the 1805 scenario of *WAR & PEACE*? Then I calmed myself, smoothly setting up the French positions and then carefully duplicating Mr. Shaw's Austrian set-up (see "We May Frighten Them Too Much" in Vol. 23, No. 4 of The *GENERAL*). I then tossed the magazine to the side and made my first French move. I noticed something seemed to be amiss here and quickly picked up the magazine back up. Yes, just as I suspected; Mr. Shaw was not a would-be Napoleon and did not think like one!

On a more even keel, I felt that his opening French move was based on the wrong principle: to bottle up Mack when what was really called for was his utter destruction. I did not know if this destroyed his theory of defense or not, especially as he does not use the Ulm forces to defend Vienna, so I tried to carry on with his ideas. The problem then arises with the French—there are too many of them, they conduct too many attacks, kill too many Austrians and advance too quickly. At the end of the French October turn, they were adjacent to Vienna and had reduced the combined allied army to 23 factors, including two orphaned infantry factors. The French were much more numerous.

Before going on, I simply must make one comment. The rules provide for the setting up of certain forces "on *or* within one hex of" certain places. Obviously, Mr. Shaw's Austrian set-up has units set up on *and* within one hex of both Ulm and Venice—clearly illegal. But then, the rule should read "and/or". The nit is picked.

A partial reconstruction of the French first move with a few comments should serve to enable other players to reconstruct the chain of events, as the end is all but inevitable (if you try to follow Mr. Shaw's defense after this opening, that is):

0 leader (Bavarian 3I, 1C) to Ansbach, drop off 1I; to A14, drop off 1I; then to A15

Lannes (2GI, 3I, 3C9) to Ansbach

Ney (2I) to JJ15, drop off 1I; then to KK16

Napoleon (3I) to Baden, drop off 3I; then to KK19

1C (from Strasbourg) to LL15

Davout (7I, 1C) to JJ14

Soult (5I) to Baden

1C (from Coblenz) to Baden

Massena (all units in Milan) to KK19

Attacks are Napoleon against John, Lannes against the Austrian stack at LL14, Davout against Ferdinand, and Soult against Mack. Note there are no forced marches in the above except for automatic ones; if Marmont can make a two-hex forced march to Baden (two-thirds chance), then Lannes may take an extra 2I with him (leaving the third for Soult), depositing one with his force, then proceeding with the other to A14 where he leaves it and goes back to Ansbach. The Bavarian cavalry goes to Ansbach, but the infantry goes to A15 to assault Ratisbon at 3-2. Alternately, you may drop off 1I (in A15) and force march to Munich before attacking Ratisbon. It would also be advisable to bring in Ney or Massena to lead the attack.

Mack is retreated into Ulm and there destroyed. Ferdinand loses two strength points, and has the other two split into two separate columns, retreating via two different routes—both through French forces, wiping them out. If Lannes can manage a "6" or higher with two dice, he will kill 1I, and 1C, then kill another 1I due to cavalry superiority, then split the two remaining cavalry and eliminate them in retreat; otherwise, one will escape to LL16. Napoleon needs an "8" to kill the cavalry factor facing him; otherwise, it and 1I escape. Advance only the two cavalry to Innsbruck. If any combat goes more than one round, try to add any adjacent forces—especially unled infantry.

A "normal" situation with Marmont failing his forced march is for the French to lose 4I and 1I (Italian), but leave John with 1I and 1C and Ferdinand at Ratisbon with 1I. A "worst case" (subject to debate, I will call this the worst) situation would have the French lose 7I and 1I (Italian) and leave 1I at Ratisbon, John with 2I/1C, Ferdinand with 1C at LL16, and Mack with 3I besieged at Ulm. A "best case" scenario would see the French lose only 1I and 1I (Italian) and leave only John with 1I.

On the second turn, it is desirable to send Lannes to CC15 and Napoleon to B18 or C19 (if the Italians can make it), with everyone else tumbling down the Danube valley, mopping up as necessary. In general, it is desirable to keep them in stacks of five strength points or fewer, but use more if necessary (including cavalry) to threaten overruns. If the Austrians screen Vienna (as per Mr. Shaw), attack on as broad a front as possible, keeping cavalry superiority as much as possible. The idea is to destroy the Austrian army before it is joined by the Russians.

One small matter being left out here is this business of Napoleon and his separate 2C force being left hung out to dry at the end of the first turn. Actually, Charles' chances against Napoleon at a 2-1 (−3) are not fantastic. Even an "11" would not end the combat in one round (at least I would say not). The cavalry is a different matter. John could conceivably attack these with 2I, 2C for a 2-1 (−1) or 1-1 (+1), neither of which is very pleasant. You may wish to use Ney or Massena in conjunction with Napoleon to take over the cavalry (this will also help reinforce Napoleon if he is attacked). However, if John does have such substantial forces, it would be worth two cavalry factors to see them killed. If napoleon is supported, you can send 2I to Innsbruck as well, virtually assuring that John will not attack it, and leaving only four factors in each stack so that the Austrians could not gain a victory point.

It is entirely possible that Charles could defeat Napoelon, and then the Prussians would enter on the Austrian side. With a +2 modifier, there is only a one-third chance of this, so you could hope for one turn's grace. A counterattack on Charles might yield one of those modifiers back—though it is possible that he will not have five SP left, let alone stacked. In any case, there should be nothing between you and Vienna and an October assault is not unlikely. The question is then what can the Prussians do in three turns, and whether you can send enough force to Vienna to take and hold it. The problem is moot. If the Prussians fail to show before November, or if Charles loses (more probable than a win), the Austrian player has almost certainly lost. If Napoleon is left in B18 or C19 the next turn (especially without his cavalry), Charles has a much better chance of defeating him, but it is now one turn later with timely intervention by the Prussians less probable and French victory points for taking Vienna and/or defeating Charles much more likely to follow. You could also have another commander take over this attack just to eliminate the risk, but that is not necessarily the idea.

It should be pointed out that this in no way makes French victory certain, but I would argue that it should give them at least a 60% edge over Mr. Shaw's defense—which is all I set out to prove. I will also point out what should be obvious; against a different defense, this "Big Mack Attack" goes straight out the window. However, I would argue still in favor of crushing the force at Ulm (and if possible, retiring the remnant to Ulm, preferably following this up with an immediate assault on the city) and using the Milan force to the south and some other force to the north. Avoid the big funnel. Keep French cavalry one hex behind the infantry except when faced with potential screening stacks. It is axiomatic that the best way to take and hold Vienna is to kill everything that can defend it or take it back, especially cavalry.

Frank Weir
Clarion, Iowa

A SECOND STALINGRAD
A Soviet Victory in PANZERGRUPPE GUDERIAN

By Mark Green

The title of this article is neither chronologically nor historically accurate. It does, however, capture the flavor of the Soviet strategy outlined below. No longer are the heroic defenders of "Holy Mother Russia" going to be driven across the map, pulverized piecemeal, cut off and annihilated. They are going to dig in and slug it out until enough reinforcements arrive on the flanks for them to envelop the cornered Hun and destroy the cream of Hitler's armies. Stalingrad is going to be fought a little early, and in front of Smolensk!

The game of *PANZERGRUPPE GUDERIAN* has seen a number of Soviet defenses proposed, but all pre-suppose pulling back to Smolensk in the middle game and a fighting withdrawal to a line from Vyazma to Roslavl towards the end of the game. All these strategies have some validity, but all condemn the Soviets to fight a mainly passive game of delay and defense. The Series Replay of Vol. 21, No. 4 of The *GENERAL* was a representative sample of the "standard" *PGG* game; the Soviet player sacrificed some 20 units in a delaying action north and east of Orsha, fought hard in front of Smolensk during turns five through eight, and defended the Vyazma-Roslavl line desperately at the end. But the panzers still reached the eastern edge of the mapboard for a German victory.

The "Quagmire Defense" of Mr. Murrell (Vol. 22, No. 4) is an original strategy to be sure, but I believe that it contains several dangerous flaws. The worst is the difficulty of reinforcing the line south of Orsha, along the 0420-0430 line. Reinforcements railed to Mogilev are going to take three turns from hex X, the source of most new Soviet units. This will place an undue burden on the Russian rail capacity, because you can be sure that from Turn 3 onward there is going to be major enemy pressure in this area. It is comparatively awkward for Soviet infantry to march to this area from the central Vitebsk-Orsha zone because of the Dnepr River and the straight linear defense. This defensive line has no depth or flexibility; if it breaks anywhere, the whole position becomes a deathtrap. Although I believe that the "Quagmire Defense" is too far forward, it does have one redeeming feature—it is a very aggressive defense!

At first glance the German player seems to have all the advantages. His units are stronger, faster and more resilient. Many German units get to move twice per turn, once before combat and once afterwards. Four cities—Vitebsk, Orsh, Mogilev and Smolensk—lie within one turn's movement of the panzers and add up to 45 out of the fifty Victory Points needed to secure a German "marginal victory". The Russian units are untried before combat, so that the Soviet player is often unsure of the strength of his positions. He seems destined for a desperate game of "make-and-mend" as he attempts to shore up rapidly crumbling defenses. The German player usually makes from 50 to 80 overruns/attacks per game, while the Soviets make less than ten.

Russian advantages are more obscure; but I believe that an aggressive strategy based on some sensible evaluations can often produce a Soviet victory of stunning proportions. Deep inside the Kremlin, STAVKA comes up with a more imaginative plan. It has certain risks, but given the general trend of *PGG* games, these are no worse than those of any other plan. And the reward for success will be a negative German score!

The Soviets must fight on the defensive, and the terrain is their best ally. The Germans will have to

come to you, so the key to overall strategy must be to maneuver combat onto terrain favorable to your units (i.e., defending in woods and behind river lines). Your set-up and dispositions over the first three turns will largely dictate the pattern of play as the German will be reacting to your strategy. Only on Turn 3 do German attack factors catch up with the Russian defense factors in play; thereafter they remain roughly equal unless the Russians start to take some very heavy casualties. A Russian defense line anchored on doubled and tripled terrain, however, starts to look distinctly ominous for the German player unless a breakthrough is quickly obtained.

A second potential Russian advantage is that of time. The Soviet commander has no timetable in which to achieve particular objectives; he would be happy if nothing happened in these three weeks. The German player, on the other hand, has twelve turns to take at least five cities without incurring more than minor damage to his main units. A strong forward defense that denies many Victory Point hexes can make a real mess of the early German timetable and produces a sense of urgency in the German player. Now a German player in a rush is a guy liable to press too hard and start to overrun/attack at 1:2 odds. One "AE" result, and he has more to do in even less time—a recipe for disaster as desperation creeps in. Never forget the psychological element in conflict.

The main advantage the Russian player ought to exploit, however, is a ramification of the game system itself. The key factor is that a reinforceable defending stack of Russian units will steadily improve as the weaker units are weeded out to satisfy combat losses. The "sticky" ZOC rules mean that German units which don't immediately eliminate the defenders in a (usually doubled terrain) hex are likely to be stuck for awhile fighting at worsening odds. For example: three panzer divisions attack a stack of three Russian infantry units across a river. The Russians are revealed as units of 6-6-6, 3-4-6 and 1-1-6, giving odds of 48:22 (or 2:1). Even if two Russian units are eliminated, the panzers still face a 1:2 overrun to make progress. More likely is the elimination of just the 1-1-6 unit, leaving the panzers stuck in an insignificant proportion of the Soviet forces and awaiting a new U-6 Russian unit to replace the lost 1-1-6. A German retreat will split up the divisions; it may well even be feasible for the 3-4-6 unit to advance to pin some of them, secure in the knowledge of a safe line of retreat.

It is important for the Soviet player to keep casualties to a safe level. Losses can average three to five units per turn without too much anxiety, so long as the reinforcements move up to the line at a steady rate. Units on board are not sufficient however; they must reach the right places at the right time as well. It is here that experience really shows, especially during the congested turns at the beginning of the game. Scheduled reinforcements and the SW Front optional reinforcements over the first five turns must dovetail into the unfolding pattern of your strategy.

The German forces are dependent upon the 0120-Smolensk road to supply any advance to Smolensk and beyond. While the Russians hold hex 0518, German units south of the Dnepr will run out of supply at about the 20XX line, which makes Smolensk much more secure. North of the River Kasplya, German supply runs out at about the "21" hexrow line. Consequently any Soviet defense that can hold the line from Vitebsk to 0518 and the river

flanks back for a dozen hexes has a good chance of stalling PG Guderian semi-permanently. This is the first broad half of the Soviet plan. The Germans must either continue to butt against reinforceable doubled positions, or they advance on the flanks out of supply. Either move opens them up for the counter-offensive brewing on the flanks, as Soviet reinforcements march into line. This is the second half of the Soviet plan.

THE SOVIET DEFENSE

The Soviet plan, then, is to occupy strong positions between Vitebsk and Orsha and back along the river flanks of the Dnepr and Kasplya/West Dvina. The success of this is largely dependent on the movement of Lukin and the 16th Army (which occurs in some 50% of *PGG* games). I would not recommend trying this without Lukin. Of course, the availability of the 19th Army would make things even easier, and having both sets of units occurs in 25% of these games.

The 13th Army takes charge of the area Orsha-Mogilev while preparing to abandon both cities on Turn 2 if the Germans stay north of Vitebsk. The 20th Army, with four railed units of the 16th, prepares very strong positions from 0518 up through Vitebsk and along the river lines towards Velizh. Lukin and the remainder of the 16th Army, and Yershakov's forces, march towards the Velizh area, where they are likely to be needed on Turn 2. The initial dispositions are shown in Figure 1.

At this point the German player has three basic options: swing north for the relatively undefended area around Velizh; batter the strong central defenses of Vitebsk-Orsha; move south of the Dnepr. The southern strategy looks to be the worst option, as it will make little progress across awkward terrain and takes troops away from the Turn 2 reinforcements. The Germans are not yet strong enough to be able to divide their forces. The central advance looks to make slow progress against stacks two or three units high in doubled or tripled positions. Swinging to the north will produce few first turn attacks (if any) but gives access to weakly defended areas and a link with the second turn reinforcements.

On the 2nd turn, much Soviet attention will be focused on stiffling German progress in the north. Koniev, Yershakov and the rest of the 16th Army should form strong defenses along the Kasplya and/or West Dvina, or in the forests east and southeast of Velizh. Meanwhile, the rest of the frontline units move into positions the Soviet commander aims to hold: 0512 to 0517 to 0818 to 1118 and back along the Dnepr to Smolensk. Every frontline hex should be doubled terrain or better, and can be reinforced from reserves strung out along the Smolensk-Vitebsk railroad. Infantry in reserve in 1115 can reach any of fourteen key defensive hexes (1412, 1211, 0912, 0711, 0512, 0513, 0515, 0517, 0617, 0818, 1217, 1517 and 1716). These fourteen hexes, plus reserves, will tie up some 40-45 units, about half of onboard Soviet strength by Turn 3 or 4.

What are the rest of the Russian units doing meanwhile? The forces in the north, along with reinforcements from the Smolensk area, will be acting as a punch bag for the opening German drives. The only danger in the first three or four turns will come with a breakthrough in the north, as Turn 3 German rein-

Figure 1: Initial Soviet Dispositions

Velizh

SMOLENSK (25VP)

ITEBSK (10VP)

Mstislavl

GILEV (5VP)
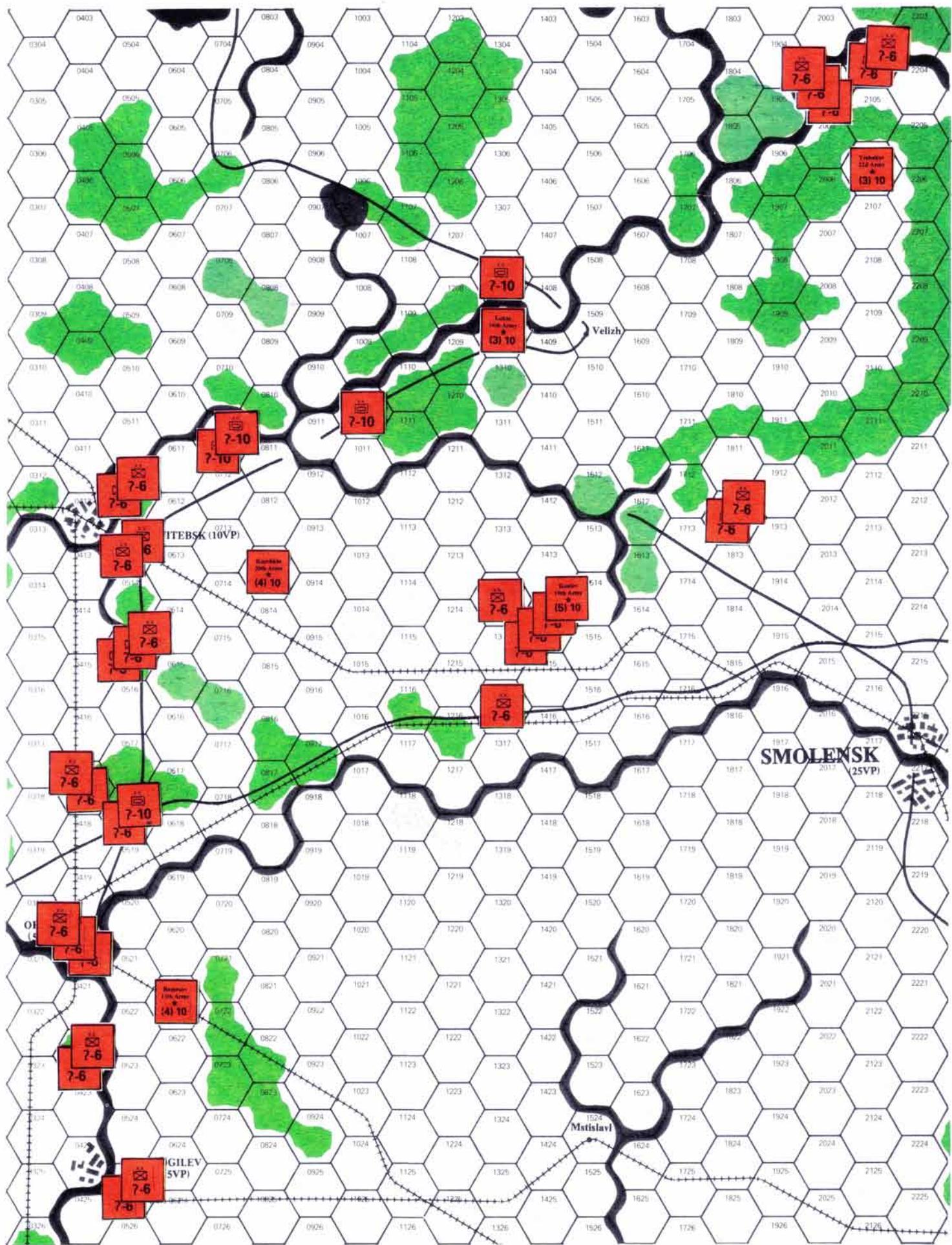
forcements cannot reach farther than 16XX on a southern sweep and still attempt to run back north across the Dnepr. On Turn 2 the Soviets take five SW Front reinforcements in entrance hex Z. These link with 21st Army units and a further five SW Front reinforcements brought on in Turn 3 to start forming the line from Smolensk to Roslavl. Ratutin's 24th Army will be marching to Smolensk, arriving south of that city on Turn 3. All movement by rail concentrates on shifting troops from entrance hex X forward to provide replacements for frontline casualties. The 30th Army sets out on a long march to join the northern flank, arriving in the combat zone about Turn 5.

Turns 3-5 should see the German battering at a line of doubled positions while strong Soviet forces build up in the Smolensk-Roslavl area, just beyond the range of supplied German attack. The fourth and fifth turns are the crucial ones as German pressure will be at its strongest south of the Dnepr. If the Russians hold they are almost assured a significant victory as reinforcements reach the area west of Smolensk. German attacks will rarely be at better odds than 2:1 (very often, at 1:1). This is due to the fact that the average strength of three Soviet infantry units is 12; doubled for terrain makes it 24. The strongest German attack from three hexes before Turn 5 has a strength of 77, but most attacks will be in the range of 24-48 attack factors. As combat culls out the weaker Soviet units, the average defense strength of Russian positions will steadily improve. Unless a Russian stack turns out to be appallingly weak, German overruns should be rare and Russian casualties should be limited to the results of half-a-dozen low-odds attacks.

As the German advance begins to stall, the Soviet player should begin to edge forward with his flanking units. This will have three effects. First, it will shorten the defensive line to produce a higher force-space ration. Second, it will force German units to deploy on the flanks to guard against being surrounded. Third, it will pass most of the initiative over to the Soviet player, with opportunities to select points of attack and isolate German units. This move really puts the German player on the horns of a dilemma; he must concentrate his forces to break through the tough Soviet defenses, but he must also spread his units to protect himself from being outflanked! It is not possible to do both, and many German units will be stuck by ZOCs to the main Russian positions and so unable to move anyway.

Now is the time for the Soviet player to counterattack. The northern and southern units will move around the enemy flanks to engulf the panzers. Other units will advance through the inevitable gaps in the German "line", exploiting the misfortunes of German divisions stuck close together by ZOCs. It is not important that the Russian infantry is a bit slow; the Soviet advance is more like a flood of treacle rather than the surgical instrument of the German player. The German units will be pinned in front by strong stacks, and any retreat after combat will be countered by a Russian advance to maintain the pin. Desperation may soon creep into the German play, with reckless attacks and overruns mounted in the vain hope of wrestling free from the cloying Russian masses. Soon the battle will break up into individual pockets of combat, with German divisions being whittled down as they struggle to restore supply and a coherent front. All attempts to reach Smolensk are abandoned, and the only question is how many German divisions will be destroyed before Turn 12. A moderately successful execution of this strategy will surrender 10 Victory Points for Orsha and Mogilev to the German player, but cost 30 points for a half-dozen eliminated German divisions. Soviet *decisive* victory is even a real possibility.

☆

BACK ISSUES

Only the following back issues of The *GENERAL* remain in stock; price is $3.00 per issue (plus usual shipping and handling charges). Due to the low quantities of some back issues, if ordering please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the ''Opponent's Wanted'' form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc-Scenarios, A—Analysis. The featured games for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.
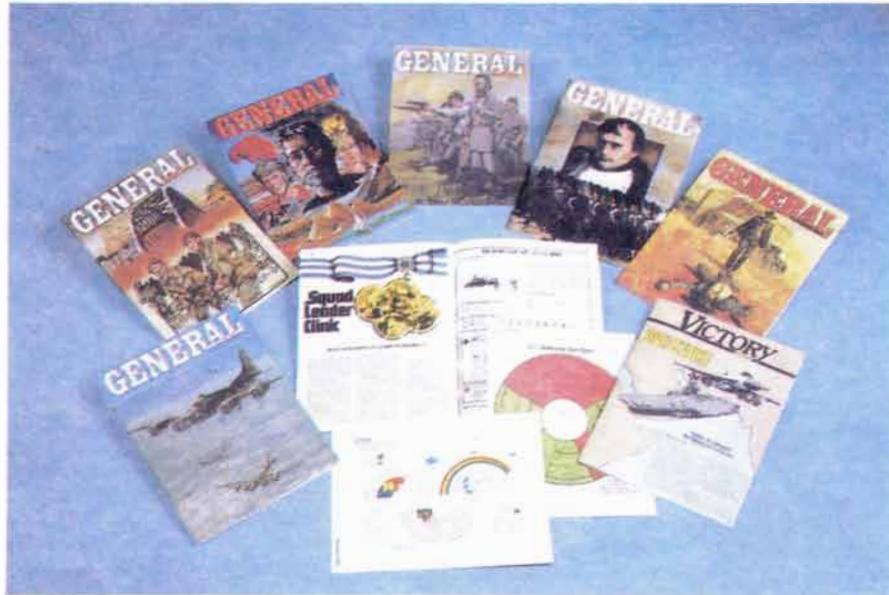
14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
15-2: *PL*—V, Sc; *STAL*—V; *3R*—V; *DD*—DN; *RB*—S; *VITP*—S
16-1: *AZ*—Sc, S, DN; *3R*—S; *NP*—S; *PB*—SR; *DIP*—S
16-2: *BIS*—A, Sc, H, DN, Q; *PB*—SR; *AK*—S; *1776*—S; *WS&IM*—S
16-4: *MR*—A, V, DN, Q; *COI*—S; *3R*—S; *TRC*—SR
16-6: *DUNE*—A; *DIP*—V; *OS*—V; *AZ*—DN, Sc, SR; *PB*—A, PBM
17-1: *W&P*—A, DN, V, Q; *3R*—S; *COI*—S; *MD*—V; *COD*—A; *MR*—V; *LW*—S; *WAS*—SR
17-3: *AK*—S; *3R*—S; *COD*—S, Q; *AF*—A, DN; *TRC*—V; *VITP*—V; *COI*—SR
17-4: *FE*—S, P, DN, V; *MD*—V, Q; *COI*—SR; *VITP*—S; *1776*—Sc; *WO*—A; *SST*—V; *NAP*—S
17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S, SR; *CAE*—V; *KM*—S; *MR*—S
17-6: *STAL*—S; *WS&IM*—V, Sc; *WAS*—V; *3R*—SR; *SL*—S; *TLD*—Q; *CL*—S; *VITP*—S; *TRC*—S
18-1: *FITW*—A, Q; *BIS*—S; *SL*—S; *DUNE*—V; *DIP*—S, *AK*—A; *PB*—SR; *AL*—S; *W&P*—S
18-2: *AF*—A, Sc, Q; *AK*—V; *3R*—DN; *TB*—V; *SL*—S, Sc; *AIW*—V; *VITP*—S; *DIP*—S; *DD*—S
18-3: *GOA*—S, DN, V, Q; *AOC*—V, Sc; *AK*—S; *VITP*—V; *SL*—S, Sc; *WS&IM*—SR, P; *DIP*—S
18-4: *GL*—H, V, A, Q; *SL*—Sc, A; *LW*—V; *W&P*—SR; *AOC*—S, P; *FE*—V; *WAS*—S; *AK*—S
18-5: *3R*—S, A, V, DN, Q; *SL*—S, A, Sc; *TRC*—V; *TB*—V; *RW*—V; *CL*—A; *DUNE*—V
18-6: *FT*—A, Sc, V, DN; *VITP*—V, Q; *MD*—S, Q; *SOTN*—A, Q; *SUB*—Sc; *BL*—V
19-1: *SOA*—A, V, DN, SR, Q; *TLD*—A, Q; *3R*—S, Q; *DWTK*—DN; *TB*—A
19-2: *BB*—H, Sc, S, DN; *TLD*—A, Q; *SL*—V; *3R*—S; *SOA*—SR
19-3: *GSL*—A, Sc, V, SR, Q; *DIP*—A; *RW*—Sc; *GE*—V; *1776*—Sc; *LRT*—V, Q; *SL*—A
19-4: *CIV*—A, V, DN; *CM*—V, Q; *DIP*—A; *GL*—V; *AL*—V; *TR*—Sc; *WO*—Sc; *SLA*; *3R*—S, Q
19-5: *SON*—A, S, H, Q; *W&P*—S, Q; *DIP*—A; *WAT*—V; *WS&IM*—Sc; *SL*—A
19-6: *VITP*—PBM, SR; *3R*—V,Q; *DIP*—A; *FT*—V; *BIS*—V; *NW*—A; *SL*—A, Sc; *SUB*—V, Sc
20-1: *GI*—S, A, DN, V, Q; *VITP*—SR
20-2: *TT*—A, DN, S, Q; *MR*—V; *LRH*—A; *SL*—Sc; *W&P*—V; *GOA*—S, Q; *DIP*—A; *PL*—V
20-3: *FRED*—S, V, Sc, Q; *PB*—A; *1776*—Sc; *DWTK*—S, V, Q; *DIP*—A; *CON*—V, S
20-4: *FITG*—S, A, Q; *SST*—PBM, V; *AW*—A; *DUNE*—PBM; *DIP*—A; *SL*—DN, A, Q; *BL*—S; *KM*—V
20-5: *BR*—SR, S, H, Q; *LRT*—S; *DIP*—A; *GSL*—Sc; *GE*—A; *WS&IM*—Sc; *SON*—Q
20-6: *B-17*—A, V, SR, Q; *AF*—V; *LW*—S; *DL*—S; *FE*—S; *DIP*—A; *MD*—S; *BR*—SR; *GOA*—Sc; *SL*—A; *PL*—Q
21-1: *UF*—S, A, SR, DN, Q; *SOA*—S; *GI*—H, S; *TRC*—S; *DD*—S
21-2: *NAB*—S, DN; *W&P*—S, A, Q; *NAP*—S, Q; *DIP*—A; *FR*—S; *FE*—S; *3R*—S; *BFI*—S; *1776*—S; *SL*—A
21-3: *BB*—S, SR, Q; *3R*—S; *SL*—A, H; *SOTN*—V; *DIP*—A; *FRED*—S; *FE*—S, Q; *SST*—S; *TLD*—S; *PL*—Sc; *1776*—Q; *SOA*—Q
21-4: *PGG*—S, SR; *PB*—A; *3R*—S; *TRC*—S, V, Q; *DIP*—A; *STAL*—V, S; *SL*—Sc; *PK*—Q
21-5: *HW*—S, V, A; *MR*—S, Q; *OR*—A; *DIP*—A; *3R*—A; *RB*—S; *CON*—V; *CIV*—S; *SL*—A
21-6: *FP*—H, V, SR; *AIW*—S, Sc; *BL*—V; *TAC*—V, Q; *SL*—A; *PK*—Q
22-1: *PAA*—A, S, Q; *TB*—A, V; *DWTK*—DN; *TR*—V; *GSL*—PBM; *DIP*—A; *AOC*—S; *WAS*—S, Q; *AK*—V; *CIV*—S; *3R*—S, Q
22-2: *BANZ*—A, SR, Q; *FT*—A, S; *SUB*—Sc; *VITP*—S, Q; *AK*—Q
22-3: *PB*—SR; *PL*—Sc, V, Q; *SOA*—S; *3R*—V; *DIP*—A; *CIV*—A; *UF*—Sc, Q; *AIW*—S; *GOA*—A, Q; *TLD*—A
22-4: *RF*—A, V, S; *TRC*—V; *PK*—S, Q; *3R*—V; *SUB*—V; *PPG*—S
22-5: *DD*—S, A, Q; *GSL*—Sc; *BR*—S; *DIP*—PBM, A; *SC*—V; *FITG*—A; *ASL*—Sc, Q
22-6: *ASL*—A, Sc, DN, Q; *FP*—Sc; *FE*—S, Q; *WAS*—A; *DIP*—A; *SL*—S; *TLD*—S
23-1: *FL*—A, V; *DL*—V; *B-17*—V; *DN*; *HW*—S, Q; *VITP*—V; *3R*—S; *TT*—V; *LW*—S; *SST*—V; *RW*—V
23-2: *ASL*—A, S, Sc, Q; *BV*—SR; *UF*—S; *DIP*—A; *PL*—A
23-3: *SUB*—V, Sc; *ASL*—S, Sc; *BV*—SR; *HW*—V; *BL*—V, Q; *BB*—A
23-4: *EIA*—S, DN; *W&P*—V, S; *WS&IM*—Sc; *SC*—V; *NAP*—S; *YS*—S; *3R*—S, Q
23-5: *KOTA*—DN, Sc, Q; *WAT*—V; *B-17*—V, Q; *3R*—S; *RW*—V; *ASL*—S, Sc; *VITP*—S
23-6: *1830*—DN, S, V, Q; *FP*—Sc; *RB*—S; *DD*—PBM; *CIV*—S; *MR*—S

Pbm opponent wantee for TRC. Honor system only. I play Russians. Rated 1200 Area. All letters answered. Please contact: Dudley Kidd, 4611 Governors Dr., #603, Huntsville, AL 35805, (205) 721-1511.

Ftf wanted SL-ASL, 3R, SST, others possible. Experienced 28 year old. Matt Holt, Rt. 1, Box 162-A, Pansey, AL 36370, (205) 899-8615.

ASL CLUB in Tempe-Mesa Chandler area is seeking new members. Come join us for some great fun & competition. Contact: Pierce Ostrander, Mesa, AZ (602) 895-4505.

Desperate! Ftf SL-COD, PB, PL, AIW, FP, TAC, few others. Willing to learn if I don't have. Erik Andersen, 230 Redrock, Anaheim, CA 92807, (714) 637-3916.

Established pbm Club sponsors tournaments, panoramas, with monthly bound tabloid. Send SAE for further info. Randy Heller, 8404 Adams St., Lemon Grove, CA 92045, (619) 460-7432.

1816 HFH seeks 1600+ for pbm RUSSIAN FRONT. Sides and other conditions negotiable. Stephen Johns, 309 27th St., Boulder, CO 80303, (303) 499-7615.

Wanted: Statis-Pro Baseball Managers for the 1988 Season, using the 1986 Cards. League is Draft. Bill Lindow, 12038 Hornsilver Mtn. Rd., Littleton, CO 80127.

Middletown CT area player looking for opponents. Will play any medium to high games. 3R, SL, GOA, PGG, PAA, FE, DIP, CIV and others. Timothy L. Francis, 126 Russet Park, Middletown, CT 06457, (203) 632-9299.

I'm sick of solitaire. Looking for fun ftf games of SL, COI, TRC, PAA and others. Also interested in finding a local club. Brian Mulvihill, 18 Sunset Lane, Apt. 27, Ridgefield, CT 06877, (203) 438-3624.

Any AH leisure game buffs out there? I own Stock Market, Win, Place, and Show; and others. Make fun, not war. Anyone want a club? Ken Burke, 6 Meadowbrook Rd., W. Harford, CT 06107, 521-2891.

Seeking female opponents only, between the ages of 22 and 35. Enjoy playing SOA, TT, and many others. Willing to learn games which you enjoy. M. Alba, 3507 S.W. 92nd Ave., Miami, FL 33165.

Miami Gaming Club seeking new members. Play all types of board games. Meet once weekly. 7pm-11pm. Thursday or Friday. Call Rex 264-9752 or Steve 271-5418. Steve Chin-Quee, 7200 S.W. 7th St., Miami, FL 33144.

Adult gamer in Scott AFB area seeks ftf opponents for most Avalon Hill wargames and SSI computer wargames. Tom Addison, 216 Glen Addie Court, Apt. A, Belleville, IL 62221, (618) 235-1276.

Ftf only. CAE, AK, TRC, VITP, WAS, many older games. Jim Flynn The Great, 1724 Mullens, Cahokia, IL 62206, (618) 332-2328.

Wanting to start club in my area. Ftf once or twice a month on weekends. Have HW, VITP, MD, PGG, SUB, PL, SOA, many more. Richard Wiet, 5429 W. 25th Pl., Cicero, IL 60650, 656-9450.

Any Gamers in tri-cities area? Ftf. I have AF, HW, many Victory games. Michael Willhoff, 302 Cape Way, Geneva, IL 60134, (312) 232-8107.

35 yr. old, (unproven AREA rated 1200), beginning to average player seeks "live" adult gamer for: SL, PB, PL, AIW, FR, STAL, DIP. Mr. Leslie Boston, 326 E. Adams, Apt. #1, Havana, IL 62644, (309) 543-2103.

Wanted: pbm for PB. No rating. Dan Schnell, 6N066 Hillside Dr., St. Charles, IL 60174.

Wanted: Players for mastered pbm GSL. Also rated pbm AF, NAB. Area 1395. Also seeking ftf, EIA, FL, DEV, Civil War, Korean War, Pax, Brittanica. Leonard Ludtke, 145 North Ave., Sycamore, IL 60178, (815) 895-6335.

Desire ftf in Lafayette area. Will play most wargames. Are there any 1914 fanatics who would pbm variant of that game? Carl Schwamberger, 3824 S. Co. Rd. 25 E., Lafayette, IN 47905, (317) 474-6718.

Rookie ASL addict seeks ftf in KC area. Especially fond of Deluxe ASL. Ray Verbanic, 3900 Adams, Apt. A, Kansas City, KS 66103, (913) 236-6883.

Varoom! Clankity-Clank! Blam! Adult(?) Squad Leaders in KC area are looking for a few good ftf Battles. C'mon, you ASL's! Let's Party! Larry Maxwell, 1419E E. 12S Terrace, Olathe, KS 66061, (913) 829-8718.

Need players for ASL game. Also seeking opponents for DYO, ASL scenarios. No pbm opponents just in house game room players. Frank Oliver, 3032 Mitchel Drive, Wichita, KS 67210, (316) 687-2670.

Bat-Loc. Free RF newsletter and rules clearinghouse. TRC Analysis. Free Latest RF, RAP, Free Lifetime Subscription. J. Williams, 2352 Le Havre Rd., Lexington, KY 40504, (606) 254-2168.

Wanted: New Orleans area ASL opponents for ftf play. ASL'ers, show yourselves! Craig A. Champagne, 237 Clara Dr., Slidell, LA 70460, 641-3290.

Adult Area (Prov) seeks pbm opponents for TRC, also 3R, (but need a system?) Rob Costello, 118 Golden Pheasant, Slidell, LA 70461.

DC—Baltimore area players wanted for Origins of World War II. Steven Shore, 8796 Cloudleap Court, #14, Columbia, MD 21045, (301) 992-5482.

Looking for ftf, pbm opponents. Play most AH games. Prefer to play large games (TLD, FITE). Kevin Combs, 15121 Kalmia Dr., Laurel, MD 20707, (301) 725-1106.

Having trouble finding mature, reliable opponents? Try AHIKS! Over 600 members; a record of over 20 years of service to both pbm and ftf gamers. Bill Salvatore, AHIKS Secretary, 19985 Wild Cherry Lane, Waters' Landing, MD 20874-1015.

South Eastern Massachusetts Gamers played EIA, FP, FL, GL, GSL, NP, WSIM, Last Quarter. Check us out if you live in SE New England. Seth Owen, 6 Whelden Lane, Acushnet, MA 02743, (617) 998-2784.

North Shore Game Club. Large membership. All games. 18 and over only. Many benefits. Alan R. Moon, 11 Broadway, Apt. 6, Beverly, MA 01915, (617) 922-7488.

Opponents Wanted: 23 yr. old area 1200 prov. player seeks opponents for pbm, FE, COI, COD. Beginning to look for bold player to play camp. TLD in future. Steve Garvey, 1000 Podunk Lk. Rd., Hastings, MI 49058.

Wanted: Players and Moderator for experimental EIA pbm system. Prompt players only, please! David Holmes, 710 Hwy. 26 W., Wiggins, MS 39577.

Jersey Wargamers meet first and third Fridays, first and third Sundays each month. For Info: Days Bob Wielgus (717) 992-5135. Evenings Bob Hahn, 596 Brookside Place, Cranford, NJ 07016, (201) 276-3553.

Any gamers in the NJ Meadow Lands area? Will ftf or (pbm, DD, TRC, BB81) New at pbm but vet gamer. Play most AH games. Joe Ryan, 37 Bruno St., Moonachie, NJ 07074, (201) 641-0360.

Graduated from College, sick of solitaire, prefer ftf. Have SL, COD, GI, FE, TRC, RF, GSL and others. Chris Dawson, 345 South Street, Morristown, NJ 07960, (201) 267-4131.

Area 1830 verif seeks mature prompt opponent for pbm. TRC, BR, VITP, RF if you have system. Ed O'Connor, 341 Lacey Drive, New Milford, NJ 07646, (201) 967-1988.

38 year old area rated army officer looking for pbm DD game. Prefer serious adult looking for a challenging game. Major T. Zuber, HHC 3rd Inf Div., Apo, NY 09036.

Need pbm players, variants, articles for MA, SA. $6.00 for ten issues. Incl SSAE. Society of Machevelliant. 430 Ocean Parkway, Suite 3-0, Brooklyn, NY 11218, (718) 826-2709. Issue #1.

Need 6-8 players pbm modified MA; need people for new ftf wargaming club (Boardgamers, miniatures, etc.) in metropolitan New York. Stuart J. Schnenberger, 430 Ocean Parkway, Suite 3-0, Brooklyn, NY 11218, (718) 826-2709.

Adult seeks ftf for FT, 1776, 3R, HW, GOA. Will play other titles. No pbm please. Bill Lertola, 131-06 226 St., Laurelton, NY 11413, (718) 341-1641.

EIA Turk wanted: It's 1807 and Ottoman Empire is yours! Seeking 7th player for ongoing game. Experience preferred. All models over 21. No Pennies. B.C. Milligan, Box 292, Vassar College, Payhkeepsie, NY 12601, (914) 473-0088.

Pbm W&P Campaign Game! Serious players only. Send top three country choices. ASL, AF, NAB, SON, W&P scenarios. Sean C. Turner, 110 Noel Ann Ct., Cary, NC 27511, (919) 481-0562.

Seeking ftf COI thru GI, UF, TB, Dune. Also anxious to learn 3R and ASL. Don't have either game (yet!). Chris Leach, Box 4 Roberson, MHE's. Newport, NC 28570, 223-3960.

We play the hits! Piedmont area wargamers. Contact: Ray Woloszyn, 7162 Mantlewood Lane, Kernersville, NC 27284, (919) 996-5677.

The Northern Tier ASL club is accepting new members at this time. For more information contact: Dale Miles, 821 2nd Ave., N.E., Minot, ND 58701, (701) 852-1910.

Area rated adult seeks rated pbm games of WAT, TRC, and AK. Mark Gutfreund, 1374 Adams Rd., Cincinnati, Ohio 45231, (513) 521-5379.

Pbm, LW, WAS, WSIM, STAL, ftf, BR, JUT, FRED, AIW. James J. Scott, 5741 Kroegermount Dr., Concinnast, OH 45239, (513) 923-1684.

Adult gamer seeks friendly pbm opponents for SL, PL, AIW. Have SL pbm system. Honor system only. All letters answered. Raymond Baddour, 5275 Portland St., #303, Columbus, OH 43220, (614) 459-2176.

Pbm, SL, COI, COD, and GOA. Have many systems! Desire more rated games for SL series. ALl letters answered. Tim Rausch, 735 W. Maumee Ave., Napoleon, OH 43545.

Mature 15-year old gamer seeks ftf, RF, FL, & DIP. Some experience, esp. DIP. Please call or write: Ian Schank, 5555 Flanders, Toledo, OH 43623, (419) 882-4168.

Need pbm for for KOTA or TLD scenarios (unrated). Alan Woodcock, 1430 E. 140th Pl., Glenpool, OK 74033.

Warriors of the roses. Boardgames Monday and Friday nights. Featuring an ASL, AF campaign game. Many AH game titles played. F. Scott Payne, 7625 SW 91st Ave., Portland, OR 97223, (503) 244-0660.

Join Penn Jersey Gamers. Montly meetings. All games. No role playing. Newsletter, tournaments, raffle. For more info send SASE to: Jim Vroom 2290 Galloway Rd., A-23, Bensalem, PA 19020.

Any Flight leaders in Plum PennHills Monroeville area of Pittsburgh? Teen looking for ftf opponents in basic and advanced game. Vincent Tuite, 246 Perry Street, Pittsburgh, PA 15239.

Competent adult player desperately seeking opponents for ASL in the Clarksville area. Scenarios or DYO macro campaign games. Can travel. Ftf only. Let's do it! Martin Titchen, 1834 Madison St., Apt. #F-48, Clarksville, TN 37043, (615) 645-9378.

Adult gamer seeks any friendly ftf opponents in Knoxville area. FT, EIA, W&P, WSIM, RF, others. Roger D. Hyman, 2713 Windemere Lane, Powell, TN 37849, 947-5577.

ODESSA Wargaming Assoc. Adult wargamers meet every Tuesday night. Have wide variety of games—can leave games set up. Steve Overton, 620 Belmont, Odessa, TX 79763, (915) 332-2767.

Looking for ftf opponents for ASL have Deluxe ASL system also—can leave games set up. Steve Overton, 620 Belmont, Odessa, TX 79763, (915) 332-2767.

Experienced gamer wants ftf opponents for SL, COI, COD, 3R, BB'81, PL, BR, GE. I am currently unable to travel beyond 50 miles. Mark Merrill, 949 S. Lillian, Apt. #209, Stephenville, TX 76401, (817) 968-2056.

Adult (36) 1200 (Prov) gamer seeks Area rated games in PL, PB, others considered. All letters answered. Any Rio Grande Valley gamers? Kenneth Oates, 316 Hidden Valley Dr., #27, Weslaco, TX 78596, (512) 968-7984.

Adult gamer new to pbm seeks opponents for CAE, 1776, W&P, WSIM, AL. Mike Steele, 342 So. 11th E. #1, SLC, UT 84102, (801) 583-3712.

Non-rated player seeks opponents in pbm of the following: KA, DEV, FP, UF, GSL, and GL—your choice. Kenneth Legg, 413 Algonquin Rd., Hampton, VA 23661, (804) 722-3181.

Seattle area ASL players wanted for friendly but serious encounters. 1061 E. Miller, Seattle, WA 98102, 324-3494.

Adult Avalon Hill, Victory Games players wanted in the Kanawha Valley and surrounding areas. Send resume of gaming interests. Eugene Wesnewski, 1030 Kanawha Terrace, Apt. 15, St. Albans, WV 25177.

Pbm or ftf of GOA, 3R, and TRC. Seeks mainly in PR. All letters answered. Juan Jose Nolla, P.O. Box 872, Arecibo, PR 00613, (809) 879-4906.

Adult novice seeks pbm opponents, any level, for DD, AK, BIS, 3R. Tim Hill, 63, Chadwick Place #309, Halifax, NS, Canada B3M 3N6, (902) 443-4578.

22-year old gamer wants pbm system for 3R, SL, COI, COD and GI. Also ftf for any gamers in Borden area. All letters answered. Brent Henry, CFB Borden, Base Supply, Borden, Ontario, Canada L0M 1C0.

Experienced gamer seeks pbm AZ (Gustav Line, Diadem, Shingle), AOC, STAL. Area rated 1350 approx. All letters answered. Any side. Mark Bayliss, "Quenta" 3 Hilltop, Chepston, Gwent, Great Britain NP6 SBT.

Gamers in Germany, where are you? 2LT David M. Cross, HHB 2/28 FA, Box 375, APO NY 09177 or Bleidorn Housing Area, Bldg. 5090B0Q Rm. 21, 8800 Ansbach, West Germany.

Just learned ASL, great game! Where are the gamers in USAREUR? Also ftf or pbm, FP, TLD and BIS. Sgt. Dan Reed, HHC 1-35 Armor APO N.Y. 09066, Evlangen, West Germany, 09125-5658.

Does anyone play wargames up here? I will play almost any game, especially ASL, ftf only. It doesn't matter if you're German or American. Mike Smith, HHC, 543rd ASG, Box 513, Bremerhaven, W. Germany, APO NY 09069, (0471) 802155.

Any gamers in the Philippines? Willing to play or learn any game of AH or VG—you name it. All queries answered. Pablo Dulalia III, 136 Santo Domingo St., Quezon City, Philippines 3010, 712-4372.

THE QUESTION BOX

ADVANCED SQUAD LEADER

D1.63 & D1.64 Both rules contain the statements: "A Superior Turret AF is calculated by increasing the *hull* AF to the next higher AF value . . . " and "An inferior turret's AF is calculated by decreasing the *hull* AF to the next lower value . . . " In both of these sentences, isn't the word "hull" a misprint for "turret"?
A. No, the turret AF is increased or decreased in relation to the hull AF.

D2.33 If a vehicle using VBM expends one MP to change its VCA in order to continue Bypass along a connecting hexside of its CAFP, would a Defensive First Fire attack initiated by that MP expenditure be resolved at that CAFP, and versus the same Target Facing that the AFV presented before the VCA change was made?
A. Yes. Add: "A VBM vehicle making a VCA change cannot voluntarily end its MPh in that position; it must move to the next CAFP or reverse into the new hex to its rear. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAFP and Target Facing last occupied before the VCA change."

D2.5 Can a tracked amphibious vehicle attempt an ESB DR *while using amphibious movement*?
A. No—but it could be used to gain land MP in the same turn that it used amphibious MP.

D4.223 Is this rule really correct?
A. No. It should read "BMG and bow-mounted Secondary Armament cannot be used . . . ".

D4.3 The rule says that when attempting an Underbelly Hit, the ATTACKER may choose which vertex to trace his LOS to; however, if the AFV being attacked is using VBM as it crosses the wall/bocage hexside (or exits a gully), doesn't the ATTACKER *have* to claim the CAFP?
A. Yes.

D4.3-D4.31 If a tank is crossing a bocage hexside, and the DEFENDER wishes to attempt an Underbelly Hit, does he have to wait until the tank passes its Bog DR before he can fire?
A. Yes.

D5.311 If the turret/upper superstructure of an AFV's rear Target Facing is unarmored but the hull of the rear Target Facing is armored, then in applying this rule is an attack versus the AFVs rear Target Facing treated as against an unarmored Target facing so that the crew is Vulnerable?
A. Yes.

D5.33 Can a vehicle use Bounding First Fire in the same MPh in which a CE counter is placed on it, providing the CE counter is placed *before* the vehicle uses Bounding First Fire?
A. Yes.

D5.341 & D6.1 What happens to the unaffected Passengers of a Recalled ht? Can they Bail Out, or must they go with the ht offboard? What about broken/pinned Passengers? How about the Riders of a Recalled AFV?
A. The vehicle may halt (or remain stationary) long enough to unload them automatically—but must do so as soon as possible after the Recall occurs.

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?
A. Yes.

D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?
A. Yes, but not as a moving target of course.

D6.4 If a vehicle is attacked as a result of MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so that it would suffer a *Specific Collateral Attack* from it?
A. Yes—if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no—if they load as BU AFV Passengers.

D6.4 & D6.5 A Passenger normally pays one MF to load/unload from a vehicle; a gun's crew pays no extra MF to load/unload from a vehicle while hooking/unhooking its GUN. Can a crew that is loading/unloading from a vehicle while hooking/unhooking its GUN be attacked as it does so by Defensive First Fire?
A. Yes.

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?
A. No.

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?
A. No.

D7.2 Can an Infantry unit attack an enemy AFV in its Location (after passing a PAATC) during the Infantry unit's PFPh?
**A.** No—not with Reaction Fire anyway.

D7.21 If an AFV moves into a road hex that is *ADJACENT* to building hexes on both sides of the road, can Infantry units on the ground level of those building hexes who have Final Fire counters on them attack the AFV using Reaction Fire as their FPF?
A. No.

KNIGHTS OF THE AIR $35.00
Authentic Re-creation of World War I Aerial Warfare

Mike Uhl attempted, according to his notes, to make this the most realistic air wargame on the market in terms of the performance of the planes. Perhaps he succeeded too well. Graced with the beautiful graphics and components buyers have come to expect from The Avalon Hill Game Company (the ratings for the map are particularly outstanding), *KNIGHTS OF THE AIR* is a treat to behold.

However, it would appear that the perceived Complexity of the game has affected most of the other ratings; on the other hand, it may silmply be the unfamiliarity of the players with such a new system that has brought the relatively low ratings for such entries as "Playability" (3.86) and "Excitement Level" (4.21) and "Play Balance" (3.44). Speaking from experience, it takes some effort to learn this game system, much less learn it well enough to appreciate its realism and potential. True, the organization and completeness of the rules leave something to be desired—at least according to our respondents. *KNIGHTS OF THE AIR* is designed for the "hard-core" simulation fans, and it will not be easily mastered by them. Once assimilated, though, the players will find that they have a fine, authentic (note the rating) and relatively quick-playing simulation of the romantic age of aerial warfare.

Although not enough readers responded to place *KOTA* on the continuing chart (perhaps our upcoming revision and re-rating of the games of the RBG will reverse that fact), below is the summary of ratings:

Overall Value: 3.37
Components: 2.45
Map: 1.64
Counters: 3.38
Player's Aids: 2.15
Complexity: 8.74
Completeness of Rules: 3.98
Playability: 3.86
Excitement Level: 4.21
Play Balance: 3.44
Authenticity: 2.01
Game Length
　　Shortest: 1 hr., 5 mins.
　　Longest: 3 hrs., 10 mins.
Year: 1987
Sample Base: 32

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Shortest	Longest	Year	Sample Base
1. ASL	1.67	1.44	10	1.81	2.80	1.98	—	—	1985	133
2. RF	2.00	2.78	5	4.15	2.56	2.36	15.54	89.64	1985	88
3. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
4. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
5. BV	2.09	1.95	10	—	2.82	1.86	13.14	39.20	1985	95
6. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
7. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
8. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
9. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
10. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
11. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
12. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
13. FP	2.57	3.10	4	3.12	2.91	2.87	5.42	16.81	1985	85
14. HW	2.59	3.27	4	3.68	2.13	4.25	8.27	21.73	1984	63
15. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
16. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
17. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
18. VITP	2.72	2.86	2	2.89	2.22	4.52	9.46	22.36	1977	420
19. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
20. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
21. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
22. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
23. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
24. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
25. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983	73
26. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
27. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
28. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
29. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.00	1974	373
30. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
31. PK	3.34	4.02	4	3.48	2.85	3.27	11.85	20.34	1983	59
32. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
33. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
34. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
35. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
36. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
37. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
38. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
39. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
40. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
41. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
42. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
43. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
44. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
45. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
46. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
47. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
48. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
49. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
50. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
51. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
52. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
53. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
54. CH	4.39	3.80	4	4.35	3.52	4.67	14.76	24.96	1961	140
55. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
56. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
57. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
58. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
59. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.19	1961	285

COMING UP NEXT TIME
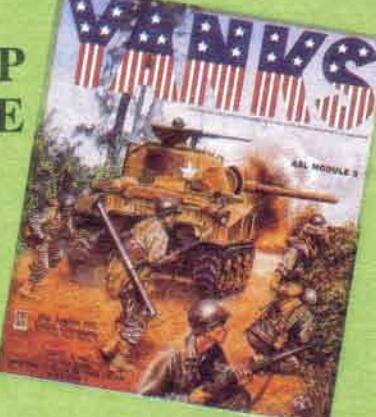
The most recent look at some of our air games—Vol. 23, No. 5—brought quite a mixed response (an Overall rating of 3.06 is indicative of that). While some readers praised the contents mightily, others had harsher words. And once again, an article on an old favorite—in this case, *VICTORY IN THE PACIFIC*—dominates the polling. Ironically, a piece reviewing the art entries for Contest 131, a departure from our usual serious concerns in these puzzles, runs a close second. The ratings for all the articles in our *KOTA* issue are as follows:

Our own *ASL* fanatic, Charlie Kibler, is again spreading the doctrine of the joys of *Deluxe ASL* play. He has some 200 painted micro-armor AFVs and guns from GHQ, and has built quite a few 3-D duplicates of typical *ASL* buildings to scale. Besides his demonstration at ORIGINS, Mr. Kibler took his forces up to Harrisburg on Saturday and Sunday, 18 and 19 July, for the Historical Miniature Gaming Society's annual convention. This year he involved some of those dedicated miniaturists in his scenarios "Grossdeutschland at Kursk" and "Prokorovka". At the same convention, on Thursday, Craig Taylor hosted a four-hour miniatures game of *FLIGHT LEADER* for devotees of that simulation. Involvement in either event was, I am told, a treat. Having been shot down flying one of Craig's metal monsters (there is enough lead in each to qualify them as concealed weapons), I shouldn't wonder that we will see a rash of little jets at miniatures conventions across the country now. Miniatures versions of a number of Avalon Hill's tactical titles were played, a healthy sign that the "cross-over" between board and miniatures gamers continues. And, next year the HMGS convention will be held at the same location, on a weekend in July to be announced; with the enthusiastic responses of this year's attendees, a number of miniatures adaptions of popular Avalon Hill tactical games are already being planned.

Hot off the presses are the first replacement errata pages for the *ADVANCED SQUAD LEADER Rulebook*. As explained on Page B31, all an *ASL* devotee need do to receive these errata pages is complete and return the 1987 "Errata Coupon" (along with $1.00 to cover postage and handling) to The Avalon Hill Game Company. They will be sent the 16 replacement pages of this first offering, fully compatible with the rulebook, containing clarifications and corrections to certain rule sections. Significant changes to the rules are high-lighted with a black dot in the margin for ease of location. The 16 pages replaced are: A7/A8, A13/A14, A15/A16, A27/A28, A29/A30, B7/B8, B19/B20, and B25/B26. Errata pages due to be available will cover changes in chapters C and D. Players wishing to obtain the 1987 errata are urged to respond quickly, as the coupons are void after December 1987 (coupons will be honored after this date only so long as supply lasts). Absolutely no photocopies or facsimiles will be accepted.

More good news for *ASL* enthusiasts is that the Order Department's policy has been revised. Readers can now order each *ASL* chapter individually for $10.00 apiece. Each chapter includes all the originally published pages plus the applicable chapter

Infiltrator's Report

divider. The QRDC are available for $5.00 each. The Binder and Slip Case can be purchased for $10.00. The price of the *ASL* poster has been lowered to $5.00. Mapboards (either mounted or unmounted) can be purchased for $4.00. Newly available are boards 25 (Tunisian hills), 26-29 (desert) and 32 (woods). The *Deluxe ASL* mapboards are available for $6.00 each. Lastly, you can now order the AFV playing aid cards (either the Russo-German set or the American set) included in the Deluxe modules for $3.00 each. Readers are reminded to add 10% to all orders to cover shipping and handling.

Once again, the participants of ORIGINS saw the drawing of the winners in "GENERAL's Subscriber Sweepstakes". This time some 100 were honored with prizes ranging from free games for life to merchandise certificates. The first place winner this year is Mr. August Miller III of Beale AFB in California. His game collection should quickly be the envy of wargamers throughout the region and he should not lack for things to occupy his precious spare time. Mr. Tim Jones of North Hartford, Connecticut, won the second-place prize of a lifetime subscription to The *GENERAL*. And eight new readers were awarded one-year extensions to their subscriptions: Joe Kwiatheski, Swampscott MA; David Kroll, Fair Lawns NJ; David Tomeerson, Fargo ND; Bruce Wright, Glendora CA; Kerry Smith, Piggott AR; Kevin Barrett, Toronto ONT; Andrew Maley, Fort Polk LA; and Mike Decker, Lindsborg KS. Another ninety lucky subscribers had their names drawn for merchandise certificates. Our congratulations to all the winners, and our welcome to all the new readers who joined The *GENERAL* during the course of this sweepstakes.

The "Runestone Poll" is the annual survey of the postal *DIPLOMACY* hobby, conducted by Bruce Linsey. Hobby members are asked to rate the many active 'zines and GameMasters. This year the poll drew 441 responses. The top *DIPLOMACY* amateur periodical for this year was "Costaguana", published and edited by Conrad von Metzke; the top rated GM was Andy Lischett, who moderates pbm *DIPLOMACY* games in his own 'zine "Cheesecake".

In conjunction with the Runestone Poll this year, a pledge drive was conducted by Linda Courtemanche who organized the "Diplomacy Alliance Against Cancer". Hobby members submitted pledges to be based on the number of poll ballots cast. Over $1400 was raised; the proceeds have been turned over to the American Cancer Society. It just proves again that many gamers care about more than just winning games.

A detailed analysis of the Poll results, over 80 pages long and packed with statistical information and articles about the game and the pbm hobby,

is available from Bruce Linsey (73 Ashuelot Street, Apt. # 3, Dalton MA 01226). Simply send $2.00 and request the latest "The Cream Shall Rise". While you're at it, throw in an extra dollar and ask him for a copy of "Supernova", the 35-page handbook for *DIPLOMACY* novices.

As occurs annually, the various awards for service and ability in the *DIPLOMACY* hobby were presented at DIPCON, held this year in Madison, Wisconsin. The Miller Memorial Award is given each year for meritorious service to the hobby as a whole. This year it was awarded to Bruce Linsey, for his handling of the Runestone Poll and his publication of a handbook for the hobby's many amateur publishers. The Rod Walker Literary Award is given to a single individual whose writings (or in this case, cartoons) have helped increase our enjoyment of the hobby; this year it was presented to J.R. Baker, whose cartoons have graced the pages of "Diplomacy World" for a number of years. The last major award given by the *DIPLOMACY* elite is the Koneig Memorial Award for Best Player of the Year. Randolph Smyth, who has more postal wins for 1986 than anyone and currently stands seventh in the All-Time Ratings lists, was presented the award.

Our *KNIGHTS OF THE AIR* contest was more of a challenge than we had expected, or else not enough players have grasped the essentials of this most detailed WWI air war simulation to be able to yet hazard themselves against the vaunted Zepplin. Whatever the reason, less than 50 entries were received for this contest. The trick in solving the riddle of how to shoot down the Zepplin with limited time lay in reducing your plane's airspeed to 70 mph and so allowing it to make tight turns. Seven entrants managed that trick without violating the rules of play. Each of the following will receive merchandise credit vouchers from The Avalon Hill Game Company; Leo DeWitt, West Covina CA; Gregory Fassio, New York NY; Bill Martin, Jacksonville FL; Thomas Semmon, Lafayette LA; Eric Sissinghurst, Austin TX; Craig Williams, Colorado Springs CO; Thomas Williams, Raleigh NC.

Contest #136 tested the knowledge of *1830* for the self-made millionaires among our readership. Basically, it asked for the best routes, in terms of income, for various combinations of trains over the same trackage; and we were quickly able to discard erroneous responses by simply glancing at the final total. The total value of the best routes for all train combinations over the trackage shown in the *1830* contest was $1840. A sum of $1830 was so obvious that by making the correct answer some ten dollars more, we thought only those players absolutely sure of their answer would hit the mark. The correct routes and their revenues are as follows.

The initial design of this contest included a "3" train as well, and the best route for that train over this course was HEBF or HDAE ($100). Such exercises are fine practice for the moment when you must run a railroad in *1830*. Devise some trackage of your own and see what the best runs you can envision amount to.

▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰▰

Trains	Routes	Maximum
2	ADH ($90)	$90
2, 2	ADH ($90); either AE, FE or FG ($40)	$130
2, 2, 3	ADH ($90); FBEH ($100); either AE, FE or FG ($40)	$230
3, 4	HDAEF ($130); HEBF ($100)	$230
4	HDAEF ($130)	$130
4, 5	CGFBEH ($140); HDAEF ($130)	$270
5	either CGFBEH, FBEHDAE, AEFBEH, ADHEBFG, HDAEFG or HEBFEA ($140)	$140
5, 6	either HDAEFGC ($170) and HEBF ($100); *or* CGFBEH ($140) and HDAEF ($130)	$270
6	either CGFBEHDA or CGFEADH ($170)	$170
Diesel	CGFBEHDAE ($180)	$180
	Total Revenue of Routes =	$1840

TO THE LAST MAN

DELUXE ASL Scenario A

VICTORY CONDITIONS: The Russians must have at least 15 points to win. Each factory building (cH2, aK2, bE1) solely controlled by the Russians is worth three points. Every other multi-hex stone building within the German setup area solely controlled by the Russian at scenario end is worth one or two points. Prior to setup, the German secretly records which four of the remaining nine multi-hex stone buildings are worth two points. The other five multi-hex stone buildings within the German setup area are worth one point.

BUDAPEST, 13 January 1945: Malinovskii's forward detachments had encircled doomed Budapest. The German garrison, ordered by Hitler to defend the Hungarian capital to the last man, worked feverishly to fortify the city for a siege. On the western bank of the Danube, the Soviet guns hammered ancient Buda; on the east bank, STAVKA launched three divisions into the streets of Pest. After ten days of intensive fighting, Russian gains were minimal, but the Germans were running out of everything except wounded and grudgingly gave way to repeated Soviet attacks. Each such gain cost a fearful price in Russian lives. One of many such strongpoints to be taken was the Ceramics Factory, where well-armed and determined SS troops had organized a circular defense.

BOARD CONFIGURATION:

BALANCE:

✚ Russians need at least 16 points to win.

★ Russians need at least 14 points to win.

TURN RECORD CHART

✚ GERMAN Sets Up First [292]	★ 1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [363]									

Mixed Elements of 8th and 22nd SS Cavalry Divisions [ELR: 5] set up anywhere between the north-south roads bA3-H1-J2-O3 and dA3-F3-G3-H2-O3. {SAN: 6}

Elements of 30th Rifle Division [ELR: 4] set up on board b west of North-South road bA3-H1-J2-O3: {SAN: 3}

Elements of 18th Guards Division [ELR: 4] set up on board d east of North-South road dA3-F3-G3-H2-O3:

SPECIAL RULES

1. EC are Wet with no wind at start. Kindling fires is NA.

2. The Russian AFV must set up offboard awaiting entry of their respective edges on turn 1.

3. Due to severe fuel shortages, each turn that a German AFV expends MP, the Russian player makes a Secret DR. If he rolls Doubles that AFV will become Immobilized due to lack of fuel the instant it expends MP ≥ the Secret DR during that MPh.

4. The German may use HIP for three squads and any SW/SMC which set up with them in the same Location. The German may also secretly record six Fortified Building Locations (B23.911).

5. Place 15 unused squads lettered A-O in a cup. Prior to setup, a player makes six random Rubble DR. Before each DR, a squad is pulled from the cup to determine the hexrow affected. Return the squad to the cup after each draw. The colored dr represents the board (1:a, 2:b, 3:c, 4:d, 5-6: none) and the white dr is the numbered hex of that hexrow (6: none). If that hex contains a building, place an appropriately-colored ground level rubble counter in that hex. If the hex does not contain a building, the German player may select any adjacent building hex to be rubbled. This rubble placement does not create additional rubble due to falling rubble.

6. The Russian field phone represents one battery of 120mm OBA.

7. The Germans suffer from Ammunition Shortages (A19.131). The German AFV will be abandoned if Recalled and in the LOS of Known Russian ordnance. Otherwise, German AFV are not subject to Recall results.

AFTERMATH: Lead elements of the Gruppa bypassed the factory to the south, then curved around to strike it from the west as other formations attacked from the east. But the Soviet infantry were swept from the streets by machineguns sited in the windows of the factory. Only by blasting holes through interior walls were they able to close on the complex. Finally, storming out of buildings still being contested in bitter hand-to-hand combat, Russian Guards stormed the factory. There, and in the neighboring textile factory, the German garrison was wiped out. Meanwhile, German tanks which had been fending off the Soviet assault in numerous surrounding parks and gardens ran out of fuel and ammunition. The surviving panzers were reduced to firing off their remaining shells as fixed-gun positions before their crews abandoned them.

ESCAPE FROM VELIKIYE LUKI

ASL Scenario H

VICTORY CONDITIONS: The German player wins immediately when he exits ≥ 8 VP off the west edge of Board 4.

VELIKIYE LUKI, RUSSIA, 12 January 1943: During the fatal winter of 1943, the German disaster was not confined to Stalingrad alone. All along the line, Russians were cutting off pockets of Germans. At Velikiye Luki, the entire 277th Infantry Regiment was in dire straits. Surrounded and with further relief efforts abandoned, it was over for the 277th. The Russians were tightening their vise. Elements of four rifle regiments with massive armor and artillery support had broken the perimeter and were now in the process of slaughtering what remained of the unit. As the headquarters fell, the German commander gave the order for all who could save themselves to do so. As night fell, many isolated groups headed for the German lines some ten miles distant.

BOARD CONFIGURATTION:

BALANCE:

✚ Add two additional Cloaking counters to the German force.

★ Increase HIP allotment (E1.2) to six squads.

TURN RECORD CHART

★ Russian Sets Up First [91]	✚ 1	2	3	4	5	6	7	8	9	10	END
✚ German Moves First											

Elements of 3rd Battalion, 129th Rifle Regiment [ELR: 3] set up on Board(s) 2/3: {SAN: 4}

13   3
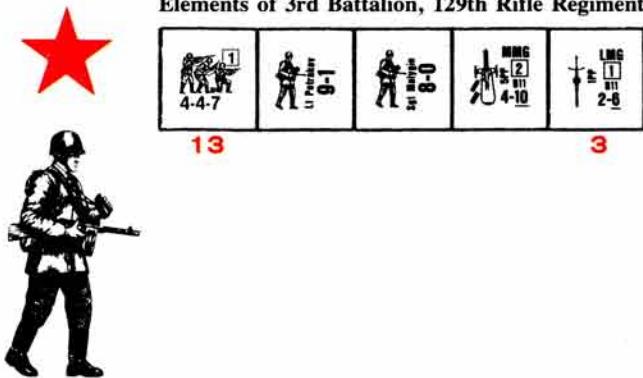
Remnants of Company 1, Battalion II, Infantry Regiment 277 [ELR: 4] enter Turn 1 anywhere on east edge of Board 3: {SAN: 2}

5   4
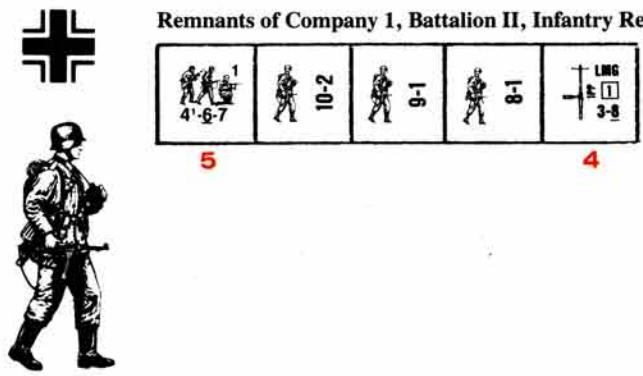
SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with Wet EC and no wind at start.

2. Night rules are in effect. The initial Base NVR is six hexes with no Cloud Cover and no Moon. The Russian is the Scenario Defender (E1.2); the German is the Scenario Attacker.

3. The Germans receive *two* cloaking counters per squad (instead of one; E1.411).

4. All infantry of both sides are Winter Camouflaged (E3.712).

5. Due to the boisterous nature of the Russian troops following the victory at Velikiye Luki, all Russian units are Lax (E1.62); and all German units are Stealthy.

AFTERMATH: The weakest part of the Soviet corridor lay to the southwest in the area of the 129th Rifle Regiment. There, a few groups were able to escape the ever-tightening noose, although they came out in no way resembling a combat formation, but in ones and twos. Company A of the 2nd Battalion, in their attempt, lost everyone save one squad and a few officers. Technically, it was a disaster of the first magnitude, but the fact that *somebody* made it was a source, albeit a small one, of considerable hope for those who would face the same plight in the months ahead.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The *GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of The *GENERAL*. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____

2. _____

3. _____

Opponent Wanted   50¢

____   ____   ____   ____   ____

____   ____   ____   ____   ____

____   ____   ____   ____   ____

____   ____   ____   ____   ____

NAME _____ **PHONE** _____

ADDRESS _____

CITY _____ **STATE** ____ **ZIP** _____

CONTEST #137

Please record all pertinent actions for both sides; use extra sheets if necessary and follow the same format as below:

Actions:

Prep Fire Phase:
1) _____
2) _____
3) _____
4)

Movement Phase:
1) _____
2) _____
3) _____
4)

Defensive Fire Phase:
1) _____
2) _____
3) _____
4)

Advance Phase:
1) _____
2) _____
3) _____
4)

Total Number of VP Exited onto Board 5:

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

THE GENERAL

SPORTS UPDATE...
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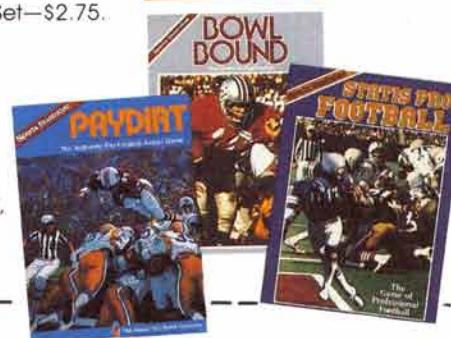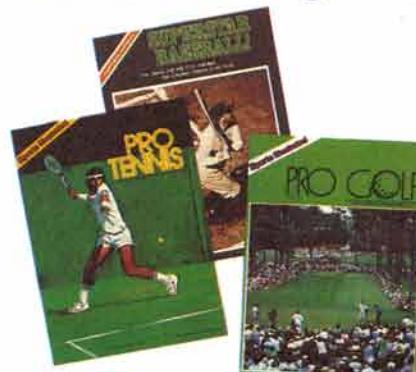
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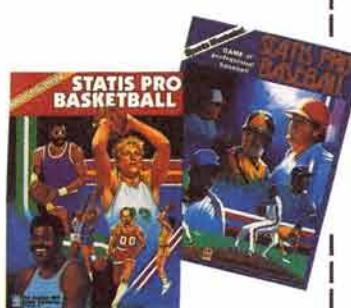
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